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EXCLUSIVE!

Some people are clever with ideas, some are clever with technology. The peeps behind our cover game are GREAT with both. FX Fighters is gonna knock rival fight games into an old cocked hat....

FX FIGHTER

Content

DECEMBER 1994 • ISSUE 157

MEGA DRIVE 32X

We weren't sure, we really weren't... but now it's here we're dead impressed. So welcome to our 10-page round-up of the first official 32X games, plus volcanic reviews of Star Wars Arcade and Virtua Racing Deluxe. Enjoy....

REGULARS

6 News
115 Help!
142 Out Now
144 Big Eds & hot comp
145 Charts
146 Next Month

25 MILLION READERS SINCE 1982...

REVIEWS

Ecstatica p.46

44 Ren & Stimpy – SNES
It's wacky and rather fabulous!!!

58 Checkered Flag – Jaguar
Jag race game number 2 and Virtua Racing clone?

60 Aladdin – A1200
Virgin's conversion hopes to shine yer magic lamp.

65 Animaniacs – Mega Drive
Saturday morning hi-jinks for Sega players...

64 Novastorm – PC CD-ROM
Amazing graphics prevail

67 Lethal Enforcers 2 – MCD
Great fun with a plastic blue gun.

68 Super Drop Zone – SNES
The C64 classic is resurrected.

70 Ghoul Patrol – SNES
The evil dead are norty but nice.

77 Generations Lost – Mega Drive
Platform stuff a la Flashback

78 Star Control 2 – 3DO
Looks a dog, plays like a stallion...

80 Lemmings – MD/SNES/GB
Cute and as demented as ever...

43 Embryo – A1200
Unusual fodder for Amiga owners.

46 Ecstatica – PC CD-ROM
Sexy, satanic, stupendous stuff!!!

48 Club Drive – Jaguar
Atari's 3D racer roars into action.

51 Pitfall 2 - SNES/MD
More good-looking Mayan mayhem

52 Donkey Kong Country – SNES
Diddy and Donkey go ape again

56 Zee Wolf – Amiga
Man goes overboard, do we?

Star Wars Arcade p.136

82 Arcade Pool – CD32
Lights, music, er cue the action.

83 Mega Race – 3DO
Gameshow malarky in the future.

84 Dino Dini's Goal – MD/SNES
Dini's excellent Goal's on console.

87 Lion King – Mega Drive
Disney's fluffy chums mix it up good in the African savannah

88 Football Glory – A1200
Exacting footie antics from relative newcomers, Black Legend.

90 Rugby World Cup – Megadrive
One of the best Mega Drive sports games ever.

Hebereke's Popoon p.108

92 Magic Carpet – PC CD-ROM
Incredible carpet-beating action!

94 Pagemaster – GB/SNES
Cute movie brat comes good...

98 Boogerman – Mega Drive
Snot what y'do it's the way that y'do it, that's what gets results...

100 Soulstar - MCD
Another coup for publishers, Core?

102 Mad Dog McRee – CD-i
We like this one, honestly...

104 Dream Web – A1200
Nasty, filthy, perverted... great!

Rugby World Cup p.90

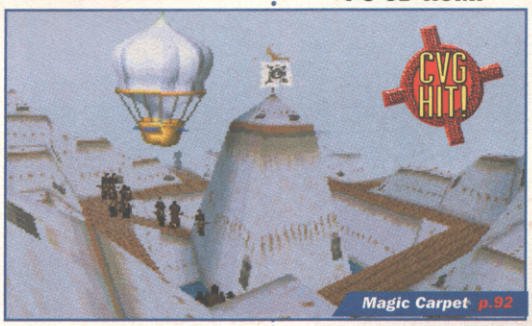
108 Hebereke's Popoon – SNES
Who said Tetris games were dead?

111 Quarantine – PC CD-ROMi
Doom and a taxi. All aboard!

112 Super Return of the Jedi– SNESi
It's a Star Wars game. Nuff said.

132 Virtua Racing Deluxe – 32X
The long wait is over. 32X arrives.

136 Star Wars Arcade – 32X
Out of the arcades and onto a whole new concept in gaming!



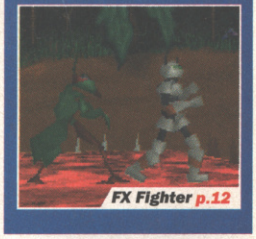
Magic Carpet p.92

TEKNO SPECIAL p.121

WORK IN PROGRESS

Super Streetfighter p.32

12 Fx Fighter – SNES/PC
18 Cannon Fodder – Jaguar
21 Lawnmower Man– MCD
23 Iron Soldier – Jaguar
26 Snatcher – Mega Drive
28 Mutant Rampage CD-i
29 Biker Mice – SNES
32 Super Street Fighter II Turbo X – 3DO
35 Kawasaki – MD


FX Fighter p.12

SUPERSHORTS page 143
- Tiny Toons Wacky Sports – SNES
- Brian Lara's Cricket – PC
- Indiana Jones Greatest Adventures – SNES
- Man Utd Premier Championships – PC
- Mega Turrican – Mega Drive
- Sonic in Triple Trouble – GG
- Fritz Chess – PC
- Super Ice Hockey – SNES

WIN! A FABULOUS NEO GEO CD PLAYER p.121

connected

the wired-up gaming news section

As the PlayStation revs

Rebel Assault destined for 3DO

up into hyperdrive for

Yum, yum, it's Pizza Tycoon!

its December launch in

Doom not gloom for Ultra 64

Japan, we preview its

Star Trekkers boldly go again

first beat-'em-up

Silicon Graphics go Mickey

shown recently in

Merr Xmas,it's Lemmings 94

Tokyo. Meanwhile,

Policenauts on the 3DO beat

here in the UK, games

Virtua Fighter 2 launch date

publishers queue up to

New Theme Park and Syndicate

sign up with Sony....

New machines hit town...

PLAY ST VIRTUA LOOKIE-LIKEY WOW!

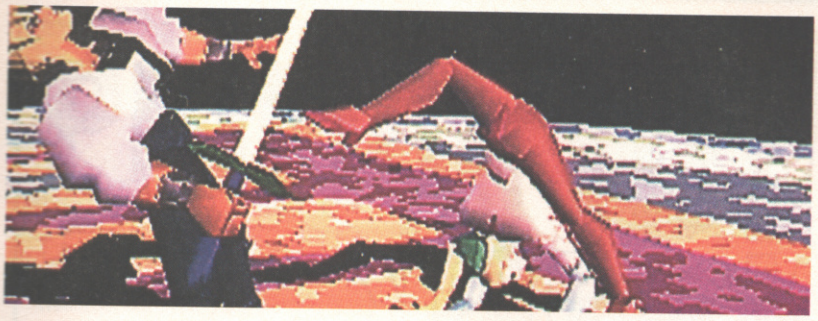
You sometimes have to wait upon greatness - and as these screens from a forthcoming PlayStation beat-'em-up shows, the waiting is worthwhile....

The Sony PlayStation is all set to hit the big time in Japan – and the games for it are looking some kind of wonderful.

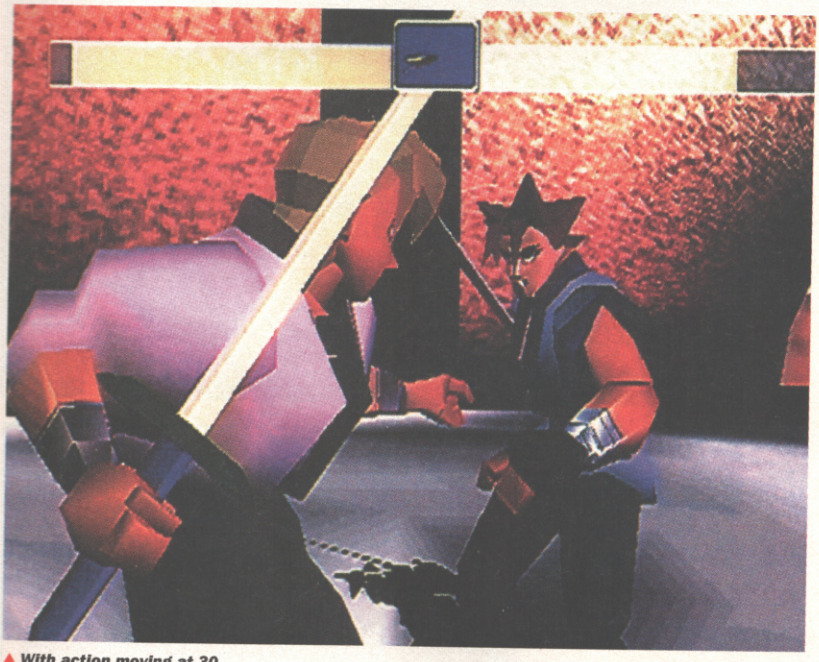
This as-yet-unnamed beat-'em-up (pictured here) has been produced to go head-to-head against Virtua Fighter on Sega's Saturn machine, which, like the PlayStation will be going on sale in Tokyo at the end of November.

Provisionally entitled 'Fighting Chronicles', the version here is in its infancy and only half of the characters have been installed. However the objects are reputedly moving at a fair old lick – something like 30 frames a second; plus the texture mapping and light sourcing looks superb, as used to show off the stick-waving men of war.

And in the meantime, Computer and Video Games was recently treated to an off-limits preview of Ridge Racer on PlayStation. Everyone who's seen it – Computer and Video Games staff, and envious writers from our sister single-format mags – were bowled over by the demo. We can't wait until Sony releases it on console here!



STATION



▲ *With action moving at 30 frames a second, you could say we're impressed....*

▲ *The shading and the shadows here could make even die-hard cynics weep with joy.*

REBEL ASSAULT FOR 3DO

Prepare to blast off into 32-bit space with the latest Star Wars epic....

Computer and Video Games can confirm that Rebel Assault, LucasArts' movie-esque action game based upon the Star Wars films, will soon be making its way on to 3DO.

Although a UK distributor has yet to be confirmed, two British firms are said to be in the frame. 3DO owners should look forward to a bit of Imperial Storm Troop bashing next year.

DOOM ON ULTRA 64

It's Doom, but not gloom everywhere. With the 32X and Jaguar versions of Doom now coming out of the conversion works, Nintendo of America plans to bring a bloody great spanner to the proceedings by developing its own incarnation for its 64-bit console.

The new Doom game is scheduled for introduction when the Nintendo Ultra 64 home system is launched next year. The conversion will be handled jointly by Nintendo of America, original Doom team id Software and coin-op manufacturers Williams Entertainment, the company behind the two first Ultra 64 coin-op games, Killer Instinct and Cruisin' USA.

Nintendo claims that Doom on U64 will contain the usual barrage of enhancements – new levels, new characters, better graphics etc.

BRIDGE TO CAPTAIN KIRK...

We like Kirk, we like Spock, we like Chief Engineer Scotty McScott, but whatever happened to Miss Uhuru and her booties?

Kirk, Spock and Bones, the galaxy's most confirmed and wrinkled bachelors will no longer be warping around the universe like a futuristic set of the three old boys from Last of the summer wine. And the rumours are that Kirk will guest and then – gulp! – die in the forthcoming first of the Next Generation movies.

No matter Star Trek's to Interplay what Star Wars is to LucasArts – ie a bit of a pot of gold. So it's no surprise to discover that the company is to put out a 32-bit version of the game on 3DO. It's more likely to be like the Monkey Island-ish Star Trek 25th Anniversary game, previously released on Amiga and PC than the new puzzle-cum-shoot-'em-up, Star Trek Academy to be released on SNES – but more details as we get them. Let's hope the game lives long and prospers...

SYN IN THE PARK

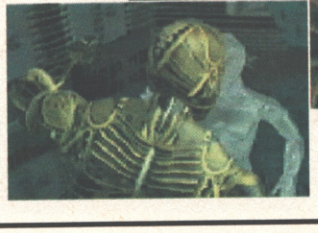
Domark has secured the rights to publish two games by Bullfrog Productions on Mega CD.

Theme Park and Syndicate are slated for release in the Spring of '95 and should feature much of the glossy intro sequences found on the PC CD-ROM versions.

Meanwhile, Bullfrog is working on the follow-up to Syndicate and a new game which has the working title of Dungeon Keeper.

CYBER GAMES

Sales Curve Interactive – the first UK games company to publish on CD-only – is converting Cyberclash, its snazzy-looking Lawnmowerman sequel on to Sega Saturn and Sony PlayStation. Also from SCI on PC CD-ROM, PlayStation and Saturn is Death Machine, in which you get to rub out men in pin stripes with an awesome death machine. Final Cyberfact – keep an eye out for Cyberclash, which'll be released on 3DO and published by newsters BMG.



PRIMAL RAGES ON

Watch out cos the dinos are at your door. Time Warner is unleashing home versions of Primal Rage, the new coin-op featuring dinosaurs kicking the primordial crap out of eachother.

The conversions will be for CD32, 32X, Jaguar, PC CD-ROM, Ultra 64 and 3DO, with the first versions in the shops before Easter next year.

And if you think the creatures shown are looking a little gaudy that's because the game is based upon a new evolutionary theory consolidating the link between T Rex and company to parrots, robins and birds today of all descriptions.

QUICK NOTE FROM KONAMI

Just you let you know that Konami will be doing new versions of some of its bigger name games, plus a sequel or two next year. There'll be Animaniacs on Game Boy, another Turtles game on SNES and Mega Drive, a sequel to Animaniacs on SNES and Mega Drive, and a follow-up to the rather fab International Superstar Soccer.

Message Ends

CORRECTION

In last month's issue we incorrectly stated that Rise of the Robots is being published by Konami. In fact Time Warner is handling the PC CD-ROM, PC, Game Gear and all the Amiga versions, while Acclaim is to publish the game for SNES, Mega Drive, and possibly Mega CD. Details of the CD-i and 3DO versions to follow.

3DO & SATURN LATEST — NEW MODELS PLANNED

In a bid to fight off impending competition from Sony's PlayStation machine, Sega has licensed its technology to audiovisual hardware giants JVC. Details of the deal are scant – but it seems likely to mirror the deal that the 3DO company has struck with Panasonic, Goldstar and Sanyo. And we can confirm that before Easter next year the Goldstar version of 3DO will be on sale in the UK.

Confused? You shouldn't be. JVC already produces its own Mega Drive clone in Japan and HiFi manufacturers are increasingly eyeing the games market with envy.

Meanwhile, rumours are circulating in the American games press about a combined 32X and Mega Drive to be launched for those who don't own the original machine. More news on this as we get it.

Here comes the freaky family video sensation

Addams Family Values

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POLICING THE FUTURE

Konami's first game for the 3DO will be an adaptation of Policenauts, shown here on PC.

A sequel to Snatcher, previewed this issue on page 26, Policenauts has a typical norty, Jap-style plot involving cops-cum-astronauts, bent coppers, a brain dead professor and drugs and sex.

Meanwhile Konami has announced further forays into next generation gaming. Castlevania will be released on 32X, International Super Star Soccer, soon to be on SNES, will wind its way on to PlayStation, as will Crazy Cross.

Crazy Cross is a two-player Tetris-style game in which balls descend in groups of two or three. The aim is to get four balls in a row, and you can rotate rows to help you. The game is a conversion of a new Konami coin-op which is currently on test in Germany. Between two and five characters will pop up during the course of the game, a couple of which will be familiar to anyone who's played Pop 'n' Twinbee.

SIM NOSH SOON

MicroProse has recently announced its release schedule for the season. First up is Transport Tycoon, pseudo-sequel to Railroad Tycoon, which this time places you in command of all rail, road, air and sea networks across the globe in your quest for commercial gain. Perhaps MicroProse could try circulating free copies to the directors of British Rail and London Transport. Anyway, MicroProse also has a highly interesting title going by the name of Pizza Tycoon, which gives the player control over everything from the biggest empire-building deal to the pizza on sale in various outlets.

SILICON GRAPHICS GO MICKEY

Is anyone else getting fed up with Silicon Graphics popping up everywhere where the words 'cutting' and 'edge' are mentioned in conjunction with one another? This time the plucky programmers are on their way out to Disney World courtesy of a new star attraction at the Epcot Centre known as The Aladdin Experience. Marking Disney's entrance into the world of VR, The Aladdin Experience promises to "convince users they are flying through the scenery" as they have so eloquently put it. Naturally everyone is getting pretty excited about it, and we'd like to point out that a visit to Disney World is still cheaper than a real flying carpet.

MERRY CHRISTMAS ... BANG

Lots of people, it would appear, like Lemmings very much. If you're one of these and you're already finished with Lemmings 2, or couldn't afford it in the first place, doubtless this item should be of interest to you. Psygnosis, the power behind the rodents, have announced the imminent release of Christmas Lemming '94, a top-notch stocking filler featuring 32 all-new levels along with another 32 previously seen on the Christmas Lemmings '93 package. Available in late November for £16.99 of PC (floppy and CD) and Apple Mac and for a mere £14.99 on Amiga this will in all likelihood score a Crimbo hit for the Liverpool scally-type geezers.

VIRTUA FIGHTER 2 UNVEILING SHOCKER

If you weren't there, you've missed it already. Hamleys in London consolidated their reputation as top Sega coin-op people with a one week preview of the Virtua Fighter 2 arcade machine this month. If you didn't make it down, the graphics are just as good as you could possibly have been led to believe and the machine is certainly worth a whole ruck of plays when it returns to the venue very soon. Don't be too disappointed, though, as Hamleys still have the just-as-new and almost-as-exciting Virtua Cop in residence, so you can always content yourself by wasting a few polygon perps on the streets of Virtua City. Nice one, toy shop blokes.

WORK IN PROGRESS

■ PC ■ SNES

■ Beat-'em-up ■ GTE Interactive

■ £/Out Unconfirmed

■ No other versions available

■ No other versions planned

A VIEW TO A KILL

"We first played FX Fighter on PC three months ago – it was like nothing we'd ever seen. Then they told us they were going to do it on the SNES... "

FX

FIGHTER

There are technical innovators who have no imagination, just as there are imaginative types who have no concept as to how to conceptualise their ideas technically. And then you get the third category: companies such as Argonaut (yes the team behind StarWing), who marry a vast technical knowledge with innovation, and some very sound ideas.

The latest proof of this is FX Fighter which, despite being several months off completion, has the potential to be the best beat-'em-up never to have hit the arcades.

LOOK, BLOOD

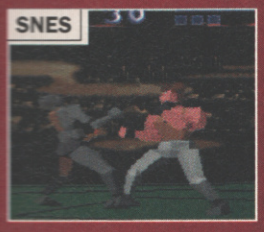
Argonaut has obviously considered its options carefully. When you look around at beat-'em-ups nothing's changed since Way Of The Exploding Fist debuted on the Commodore 64 back in 1985. Then it was two fighters, face-to-face in two dimensions, punching and kicking their way to victory. Of course, this was back in those caring sharing days when it was all right to stamp on someone's throat in a beat-'em-up, as long as there wasn't any blood. It was only when programmers discovered what we in the trade call the colour 'red' that trouble started occurring and people started taking notice. As a result more 'red' started to appear and the whole thing became very huge and many games were sold.

Now there's very little fighters can't do to each other in a combat game that doesn't require small animals and cardboard tubes or some other attention-grabbing hype device employed by the software house. Basically It's time for a new gimmick.

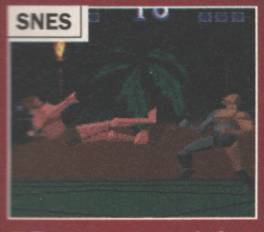
Sega came up with a neat 3D hardware-based engine and along with it Virtua Fighter. Which, after the initial few minutes of grabbing your mates to marvel alongside you at the graphics, turned out to be rather disappointing to play. So, if someone managed to

Continued overleaf

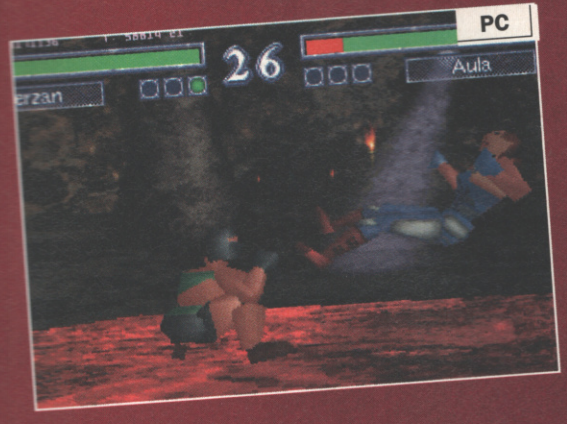
▼ *Jezran takes a beating atop a skyscraper.*

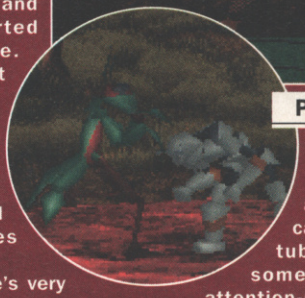


▼ *A heavy blow sends Jakka flying.*

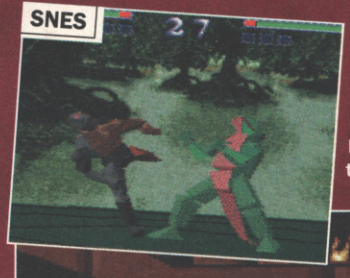


▼ *The camera zooms in for the closing seconds.*





▲ *Deep inside Krag's hive, Ashraf dishes out damage.*



▲ *The backgrounds have all been compressed to use minimal space, but they are still extremely impressive.*

FX FIGHTER

▲ *Each character has loads of moves, including this ass-kicking axe-kick...*

▲ *A swift throw followed by a pinning movement.*

crack the playability side and still keep the graphics, then bring it all on to a home machine they'd probably be on to a right winner. Which, coincidentally, is just what's happened here thanks to the talents of FX chip developers Argonaut, American tele-communications giants GTE and BRender.

NEED FOR SPEED

Now BRender, apart from sounding like an extra ffrom Coronation St, is the name of the polygon-pushing system developed by Argonaut's Jez San which is far and away the fastest thing of its kind for the PC. The results in FX Fighter speak for themselves. Imagine Virtua Fighter, texture-mapped and running considerably faster and you'll have a good idea what watching FX Fighter running is like. The SNES version is no slouch either. Again Arg-onaut's FX chip comes into play to produce stunning 3D graphics which, presently, run at an average of 17 frames per second with super-fluid animation.

Flat-out BR-ender can distort and scale up to 65,000 polygons in real time, which makes it the fastest software-based system of its kind on PC. It's the flexibility of this system which makes FX Fighter possible. For instance, the viewpoint can be linked to an object, such as part of one of the fighters, which cuts out a lot of the technical web programmers spend so much time caught up in these days and lets them concentrate on the gameplay.

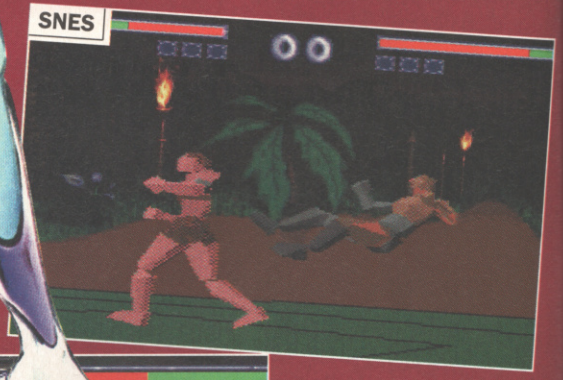
Obviously it isn't quite as simple as feeding a few 3D objects through an engine then watching a game pop out the end. But with some of the donkey work cut out it's let the programmers concentrate on avoiding the pitfalls that Sega's team fell into on Virtua.

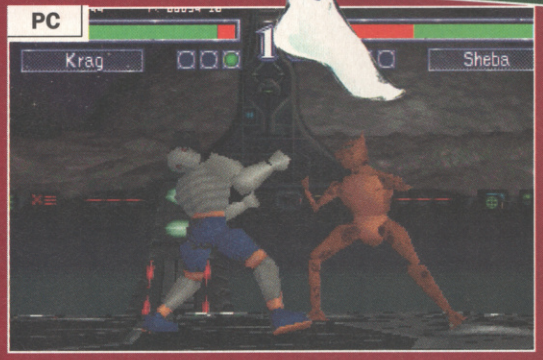
ONE AND OUT

One of the big failing points of Virtua was, basically, you could win most fights by constantly hammering one button. It was the artificial intelligence equivelent of knocking yourself out.

▲ *Aronaut used its Brender technique for the 3D polygons.*

▼ *The alien life-form Krag invites Sheba to his cyber do-jo.*





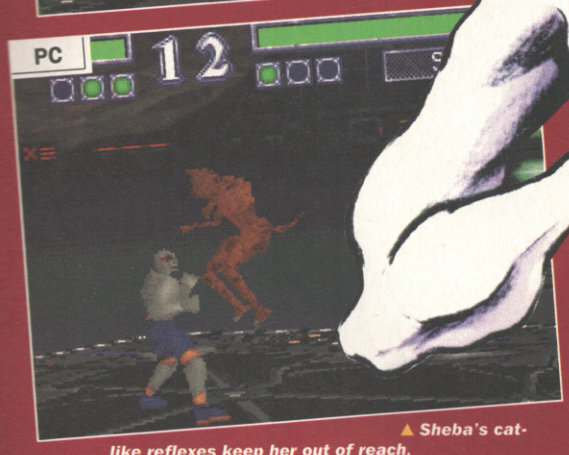
▲ *An elbow in the ribs sends Krag packing*

▼ *As in Sumo, victory is assured by throwing your opponent from the ring.*

Synchronised backflips ! ▶

▼ Sheba takes a tumble from the ring.

How dare you laugh at my nappy, foolish mortal! ▶



▲ Sheba's cat-like reflexes keep her out of reach.

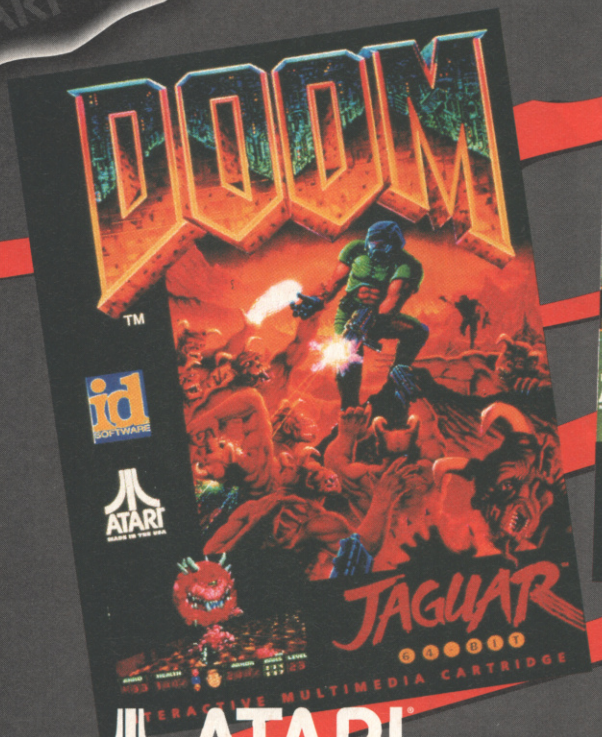
▼ Fully mechanised Cyben-30 gets a thorough kicking from aquanaut, Siren.

▲ Amazing detail at very high speed.

▲ Kwondo is clumsy, but powerful.

FX FIGHTER

THE BIGGEST CHRISTMAS



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WORK IN PROGRESS

■ JAGUAR

■ Strategy ■ Sensible Software
■ £Unconfirmed ■ Out Unconfirmed
■ PC, Amiga, Super Nes and Mega Drive versions available
■ No other versions planned

CANNON FODDER

War. What is it good for? Well, we think it's actually pretty good for video games, to be perfectly honest...

It's amazing what you can do with 64-bit technology, isn't it? You can take a game which has always garnered plaudits for excellent playability but been oft criticised for poor visuals, pull off a one billion meg conversion job and come up with... a playable game with crap graphics. Blimmin' incredible. Anyway, not to worry, for despite everything being a bit titchy, this is Cannon Fodder from the lovely Sensible Software, and, unless we're very much mistaken, it should be a hearty laugh for all concerned.

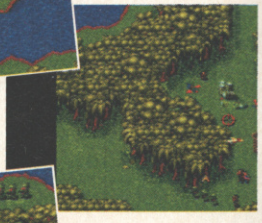
Cannon Fodder, in case you're a bit slow and hadn't realised, is a warfare title which mixes strategy and joypad-bashing. It first appeared on Amiga and has since been converted to most major formats, with a sequel due on PC soon. Your job is to guide a small strike team of varying numbers through a series of missions set in a variety of terrains, and each with its own objectives. You have to use all your skill and cunning to achieve these objectives through use of machine guns and grenades, along with extra little props which crop up during your travels. It's up to you how you use your forces, but should you split the group, troops off-screen are still vulnerable. Of course, this means you get to spend a lot of time juggling various attacking positions and trying not to let your favourite soldiers cop one.

Cannon Fodder has been comparably top smart on every format it's touched, but the Jag has a somewhat bigger reputation to live up to than these other machines. Will Cannon Fodder make the grade? Only we at CVG can tell you. Honest.

▲ Take advantage of the enemy's defenceless status, incurred by their excursion into the briny, by shooting them to death.

▲ They might be tiny, but those are definitely dismembered corpses lying around.

▲ Finding a place to shoot where you can't be shot is all part of the fun.



▲ It's all go here. It's essential to plan raids like this lest you lose all your men in a crossfire.

◀ The only way off this peninsula is by wading through the waters – a dangerous activity.

▲ You can use any item of scenery you so desire as cover from enemy fire.

▲ Part of this mission involves destroying the innocent bridge pictured here. War truly is hell.

▲ Wading through light blue water is safe, but swimming in deep blue pools means your men can't return fire.

● GAME BY SENSIBLE SOFTWARE ● CONTACT ATARI (0753 533344) FOR INFORMATION

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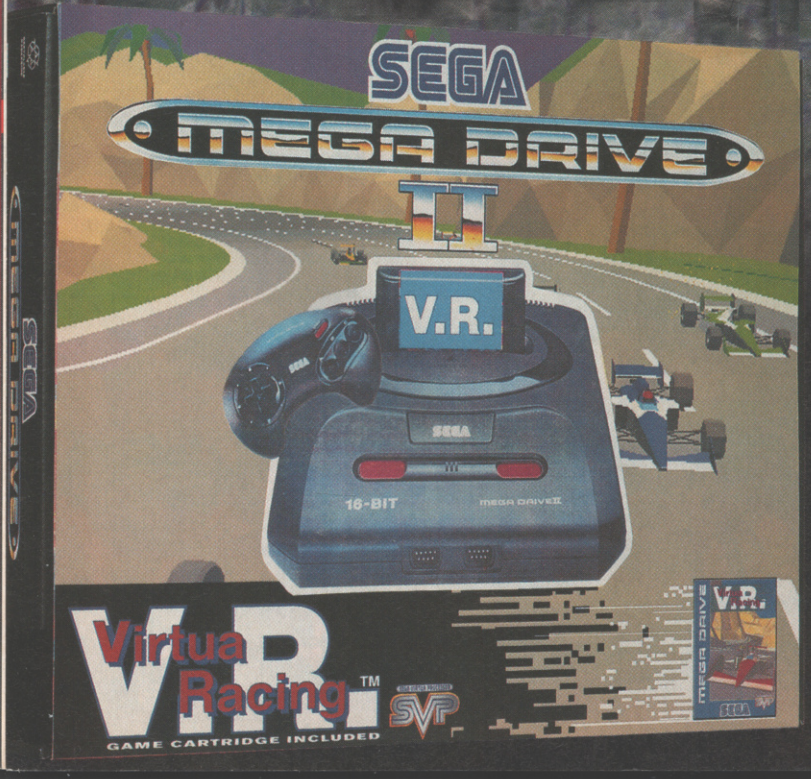

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SEGA

KEEP POUNDING YOUR PA

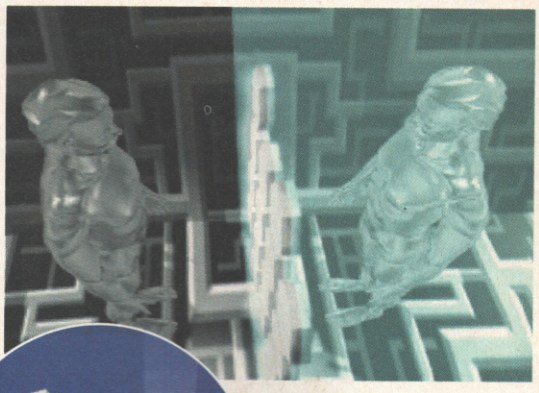
WORK IN PROGRESS

■ MEGA-CD
■ Adventure/Platform
■ Time Warner
■ £39.99 ■ Out November
■ PC CD-ROM and Mega Drive versions available
■ No other versions planned

Hide your garden furniture because Cyberjobe is on the loose and coming to a Mega-CD near you real soon...

Movies, games and videos – how intertwined the three have become, and what better case in point than The Lawnmower Man, which was the most successful UK film until Four Weddings and A Hugh Grant came along, apparently. But such a long time ago it did seem, and not-a-more perfect film to make in to a game you could not find; far better than a four level platformer where you have to go to a wedding and pick-up Andie MacDowell power ups. And then again maybe not...

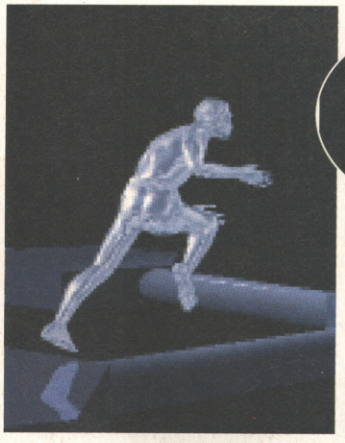
Lawnmowerman on Mega-CD, what can we tell you about it? Well, those of you who remember CVG 148, where we awarded Lawnmower on PC CD-ROM a hefty 88%, will not be surprised to hear the machine due next for the Qualcast treatment is the aforementioned Sega CD player. The same style of gameplay is set for this version, ie 10 different styles of game: puzzle-type teasers, tunnel shoot-'em-ups et al. It's all very 7th Guest in that you do a puzzle and you're rewarded with a stunning piece of VR footage that is borrowed from the film. The latter is where this version varies greatly from the Mega Drive version. But can the Mega-CD game match the PC version? Watch this space.

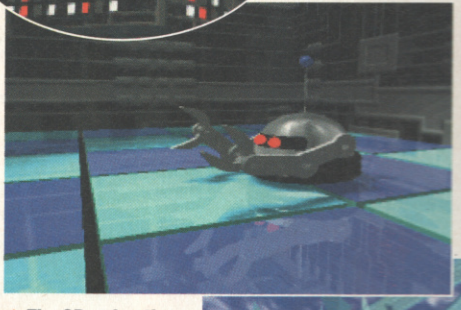


▲ *Always remember to check your reflection, you never know when that embarrassing bogey might decide to hang from your hooter.*

◀ *This is one of the easier puzzles to complete, the IQ-style ones are a right bugger to work out.*

LAWNMOWER MAN



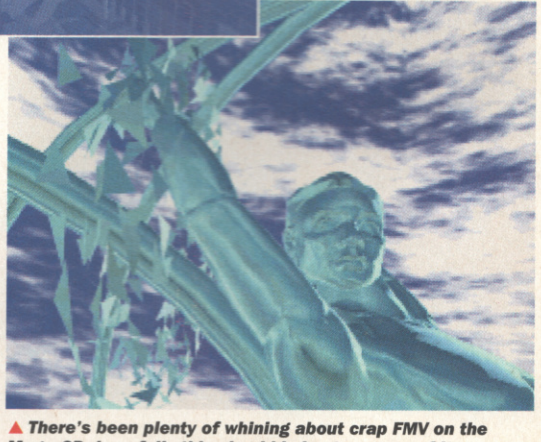


▲ *Guide these killer bees into a fate that is death.*

▲ *Time those leaps just right, otherwise it's back to level one for you.*

◀ *If you can fathom your way round the puzzles then you'll be rewarded with some slick animation from the film.*

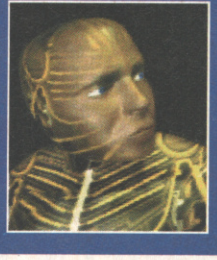
▲ *The 3D animation is very slick, the shadow on this crab-like drone has been rendered perfectly.*



▲ *There's been plenty of whining about crap FMV on the Mega-CD, hopefully this should help stop some of it.*

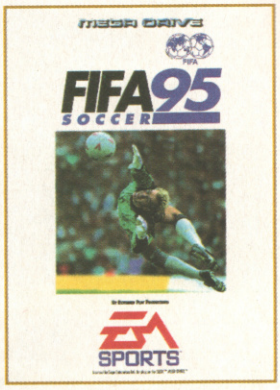
YES FILM FANS

Along with an impressive rendered intro, fans of the movie will also be seriously chuffed that there's plenty of film footage which crops up between all that puzzling, jumping and shooting stuff that I find gets in the way of my FMV enjoyment.



● GAME BY SALES CURVE INTERACTIVE ● CONTACT TIME WARNER INTERACTIVE (0604 602832) FOR INFORMATION

Silent night...



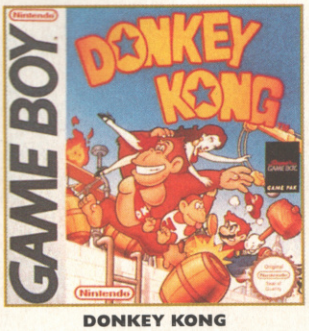
FIFA 95 SOCCER
MD

UNDER A KILLING MOON*
PC CD Rom

NASCAR RACING*
PC CD Rom

CANNON FODDER 2*
PC/AG

THEME PARK*
AG/A1200/3DO/PC/
PC CD Rom



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GB

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HMV

Everything but silence for Christmas

WORK IN PROGRESS

■ JAGUAR

■ Shoot-'em-up ■ Atari
■ £Unconfirmed ■ Out New Year
■ No other versions available
■ No other versions planned

JAGUAR

IRON SOLDIER

▲ Iron Soldier marries polygon graphics with bitmapping and sprites and all that to produce a more realistic and atmospheric feel.

This game follows the exploits of a breed of fearless mechanised warriors who use their giant robot suits to fight against the enemies of wit and sarcasm everywhere... The Irony Soldiers.

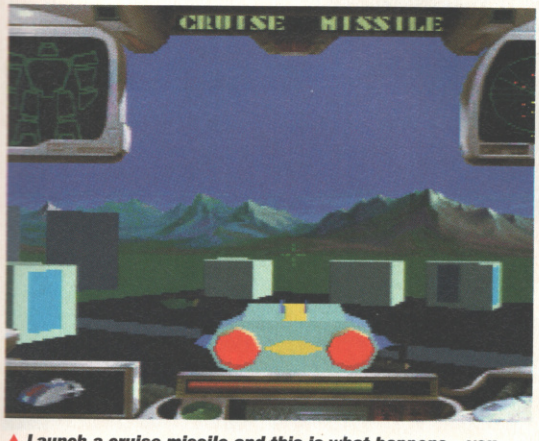
Actually, we're joshing. Iron Soldier is actually about blowing as much as possible out of as much as possible with your 20-storey war robot and accompanying megawatt firepower. Not the most diplomatic of strategies, but hey – this is THE FUTURE, right? And in THE FUTURE a mech's gotta do what a mech's gotta do. And if that means crushing legions of tanks underfoot, then so be it – you douchebags got that? Anyway, if you're some kind of pinko peacenik subversive you'll be happy to hear that it's not all mass destruction and random slaughter. No, your mission is to protect the innocent civilians hiding out in every war-torn conurbation – a bit like in Desert Storm, except without killing any of them.

Well, that's the idea anyway, but we all know how hard it is to stop yourself from blowing up a couple of huge residential tower blocks when you've got the chance. You've got to indulge yourself once in a while; you know, a couple of biccies with your tea of an evening, splash out on a new pair of pants once in a while, cause the unnecessary demise of a couple of thousand law-abiding citizens on a whim, that sort of thing. Of course there's always a big audience for this kind of behaviour, and it's doubtless that Iron Soldier will appeal to a lot of Jag owners.

The real test for this title, however, will be how many units of hardware Atari can shift off the back of it. Perhaps you, as a reader, would care to wait for our forthcoming review in which we spill the beans on the final quality of the product, which should act as a fair indication as to its future success. Thank you.

(Continued overleaf.)

◀ It's inadvisable to use cruise missiles against diddy and manoeuvrable targets such as helicopters. They're too unwieldy to be of much use.



▲ Launch a cruise missile and this is what happens – you have to pilot the warhead to its intended target. Be warned though, they're pretty hard to steer and it's all too easy to accidentally take out a building.

▲ Arm your robot on this screen here. You're given a number of different weapon placement sites, and certain firearms can only be mounted in certain locations and it's important to learn how to get maximum firepower on board.

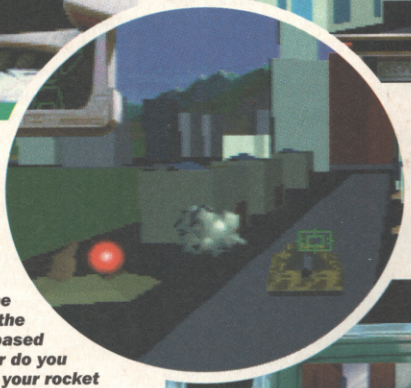
● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

IRON SOLDIER

SIMULATION'S WHAT YOU NEED

As you may have guessed by now, Iron Soldier features an almost unprecedented level of destruction. Not of the gore-spattered Doom/Mortal Kombat type, but more to do with wrecking huge amounts of machinery and brickwork. However, there's a lot more to the game than that, and unless you're prepared to spend a bit of time working out how to pilot your war machine you'll never have the chance to knock over next door's dustbin, let alone send their entire family up in flames.

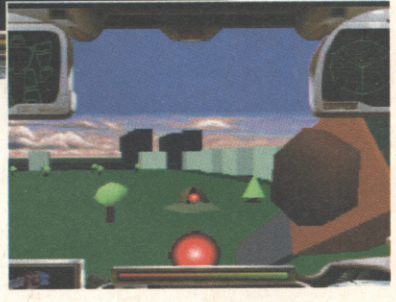
▲ This is a job for your large robot feet. As well as helping you walk (as these things do with bipeds), they're also quite useful for crushing any ground-based threats, which is enormously satisfying.



▲ You might be forgiven for thinking this is your robot reflection, such is the similarity between it and your own mech. Don't try admiring yourself though, because it's actually an enemy warsuit and you'll just get blown up.

▲ If you're a bit of a Prince Charles and have a problem with carbuncular bungalows, you'll relish the opportunity to destroy many such dwellings.

Ooh, a ▶ bit of threat assessment is needed here. Do you go for the tank or the ground-based missiles? Or do you just use your rocket launcher to blow them both to bits?



◀ In keeping with most games these days Iron Soldier enables the player to carve away with a giant chainsaw. It's not quite the same without the splatter, though.

▲ This screen allows you to select your next mission from the highlighted possibilities. The further you progress into the game, the more possible assignments are put your way.

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

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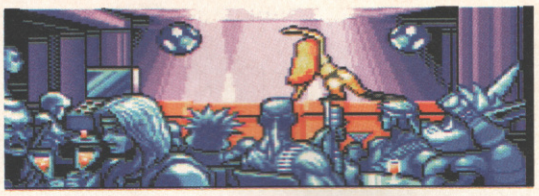
WORK IN PROGRESS

■ Mega-CD
■ Role Playing Game ■ Konami
■ £Unconfirmed ■ Out November
■ No other versions available
■ No other versions planned



Heaven knows what Rocket Knight's mum's going to say when she finds out he hangs out in places like this.

SNATCHER

What the Mega-CD needs now is a bit of maturity, and what better way for Sega's CD machine to come of age than a bit of RPGing, sex and violence...

One of the reasons the Mega-CD enjoys so much more success in Japan than over here in Europe is that Japanese players enjoy a wealth of speech-laden graphic RPGs, unfortunately no-one ever bothers to translate them into English. Fortunately for us though, those considerate Konami types are soon to release a rather nifty-looking number known as Snatcher in glorious stereo English. So bad luck if you're Norwegian. In more ways than one.

As if all this wasn't enough to get you mildly interested, Snatcher is a dead cert for an 18 plus rating, which means, obviously, that's it's full of gore, violence and pervy women. If you don't believe us, take a butchers (ho ho) at our screenshots which depict some of the milder scenes. Now try showing them to your parents and see what kind of reaction you get (this works especially well if you are over 30).

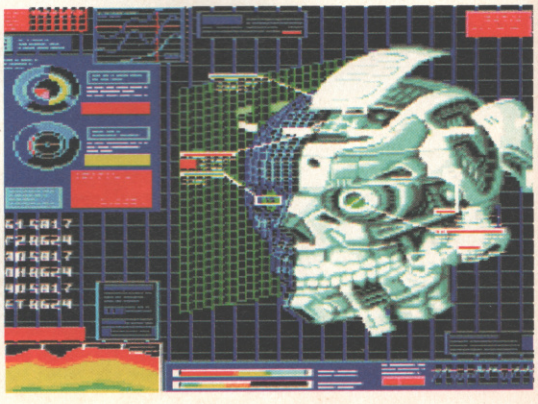
Of course, there's more to a good game than gore, unless you count Doom, and Konami is promising in-depth detective-type gameplay to accompany the brutality, along with Justifier-compatible shoot-out scenes for those of you who bought one of the lovely pink own-brand light phasers. Personally, we reckon this is certainly a title to look forward to, and we can hardly wait to get our hands on a finished copy. Mind you, we're getting one in two weeks, so it's not going to be too long a wait, and you'll be able to read our full review in a month.

Ooh, that gotta hurt! It's a man with his head twisted completely off.

That fat bloke may have no taste in decor, but he's someone you want to talk to if you fancy getting anywhere.

Wahey! Down boy! Yes, it's an utterly gratuitous pic of a pervy woman which is bound to boost sales of Snatcher tenfold.

This intro sequence tells the story of how you, a Junker, are being paid to track down murderous replicants, known as Snatchers.



Hey look, they've even managed to cram a digitised Mark Patterson into the game! Actually, that's a lie, he's a club doorman. But don't bother talking to him. He doesn't know anything. Can't even tell the time.

● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR INFORMATION

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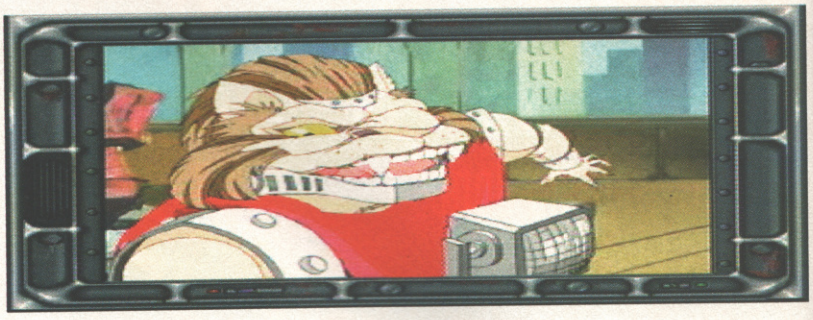
WORK IN PROGRESS

■ CD-i

■ Beat-'em-up ■ Philips
■ £Unconfirmed ■ Out November 25
■ No other versions available
■ No other versions planned

The CD-i enters the beat-'em-up arena with its own very own Final Fight-stroke-Streets-of-Rage lookylikey...



MUTANT RAMPAGE BODY SLAM

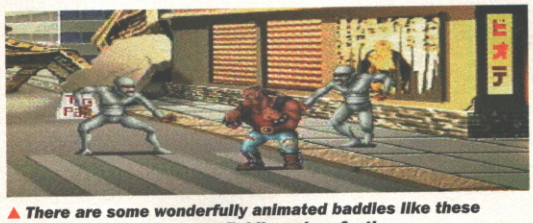
The time is 2068, and I don't mean that it's 68 minutes past eight o'clock (as that would mean it's eight minutes past nine if you think about it), I mean that it's the future. Well it is in Mutant Rampage Body Slam, and according to the FMV animated intro to said game, "things have changed." You don't say. There was me thinking that Charles and Di would still be dithering over whether to call the whole thing off; Damon Hill would still be trying to beat Schumacher and Madonna would have just launched her explicit sequel to her Sex book, entitled, 'Gynaecology'.

No, no, no. It's all very different, 'cos there's been a nuclear war and the radiation has affected the gene pool and created a whole new generation of street gang mutants. Sadly you don't get to be these super-powered muties, no, you get to play three common or garden humes: Daemon, Tory or Rack who all have their own special moves and distinctive styles of play. This is a beat-'em-up and the fighting arena is in a Streets-of-Rage stylee, but because it's on CD-i you get huge digitised 3D backgrounds, all based on locations around the world – Rome, Beijing and LA. So, is this game going to quench CD-i owners' thirst for a beat-'em-up? Will the CD-'s controller stand up to some fierce joypad pounding? Find out the answer to these and other questions in next month's issue.

▲ If you get tired of one character there's a Tag Pad so that you can get another fighter on screen.

▲ Opponents leave goodies behind, which you can sometimes eat to replenish your power bar. In this case it's the guy's head.

▲ Yes it's Beijing (erstwhile known as Peking), as you can tell by the rather sexy 3D, digitised backgrounds.



▲ There are some wonderfully animated baddies like these mumified ninjas who move fluidly and perfectly.

The screen goes all wobbly as Tory performs a special move. ▶

▲ You can tell these are Americans, I mean who here would give one of the good guys a name like 'Tory'!

WOT NO FMV?

You mean it hasn't got an FMV intro?
Well actually it has, and you're looking at it, and the words 'clear' 'crisp' and 'reminscent of 80s Saturday morning TV' spring to mind.

● GAME BY ANIMATION MAGIC LTD ● CONTACT PHILIPS (081-689 4444) FOR INFORMATION

WORK IN PROGRESS

■ SNES

■ Racer ■ Konami

■ £49.99 ■ Out December

■ No other versions available

■ No other versions planned

BIKER MICE FROM MARS

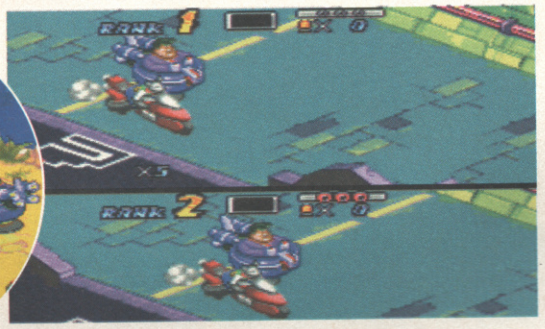
Time for some more mice-like mania, but this time from the extra-terrestrial variety, on bikes...

Being the proud recipient of only terrestrial TV stations I'm afraid I haven't been able to catch the latest cartoon import from across the water – Biker Mice from Mars (that's America that's over the water, not Mars). Those licence hunters at Konami though, they obviously go home of an evening and plug in their satellite dishes because they've only gone and secured the licence for a new SNES game.

Now we've had some real gems from Konami over the past couple of months (Batman, Probotecter, Sparkster), but Biker Mice is going to be some what of departure from their latest style of games because it's going to be a racing game.

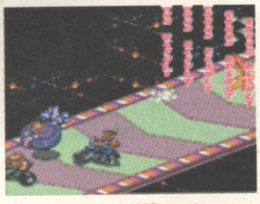
The style and look of Konami's first racing game in some years is akin to Rock 'N' Roll Racers and Off Road Racer. It's going to be a one or two player game with the screen being spilt in half for the latter mode. And if you, like Konami, own an Astra then you'll be pleased to hear that the mousing trio AKA Throttle, Modo and Vinnie are also going to be accompanied by the infamous Limberger, Greasepit and Dr Karbunkle. But if this is all Double Dutch (or Martian) to you fear not, because if it gets that special Konami treatment then we could have a little gem on our hands.

▲ Konami is promising a pounding rock soundtrack to blast out of your speakers.

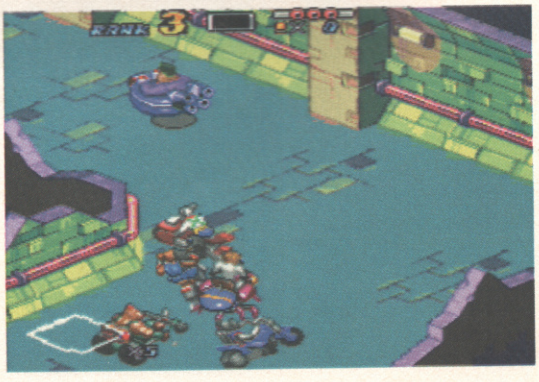


▲ No racing game is complete without a two-player mode, in my book anyways, and Biker Mice looks like being no exception.

▲ If Karbunkle gets in your way, then simply let loose with a homing missile.



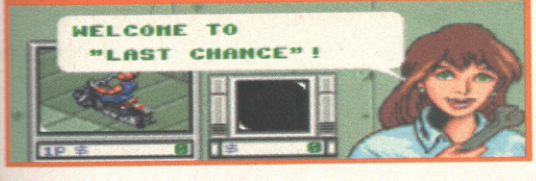
▲ There's 30 different courses and five individual backgrounds too.



▲ Fly over those ramps and perform some damn fine wheelies!

WE'RE SHOPPING

No racer is complete these days without a quick nip to the shops, just so that your motor looks tip top and you can cash in all those lovely power-ups.



● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR INFORMATION

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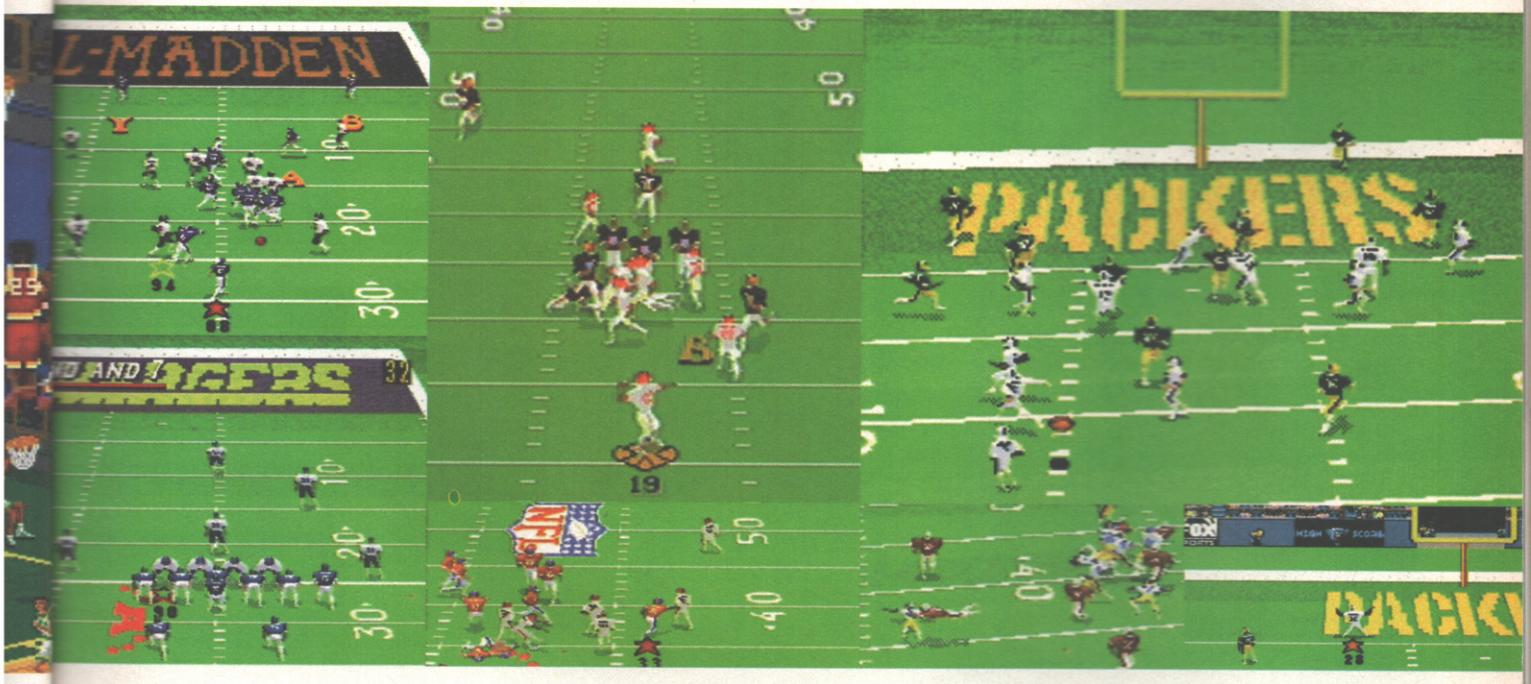
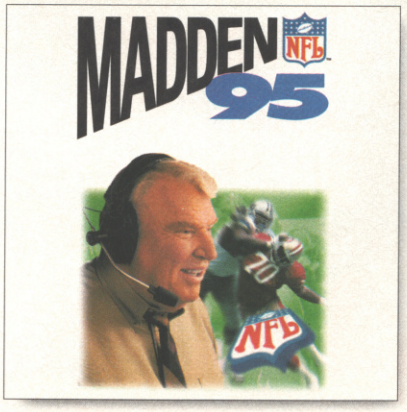


94%

"One of the very best sports games ever."

Gamesmaster Magazine, November '94



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WORK IN PROGRESS

■ 3DO

■ Beat-'em-up ■ Panasonic
■ £/Out Unconfirmed

■ Mega Drive and SNES versions available
■ No other versions planned

Despite Trip Hawkins' dream of a multimedia machine for the family, this is what it comes down to – a bloody good scrap!

SUPER STREET F

If you're up against a player who's mastered his moves, Dhalsim is no longer a character to be laughed at. Especially with his new aerial fireblast.

"Is Street Fighter 2 coming out on 3DO? Will it be the Turbo version? Does Chun-Li do her super-kick? Can you still see her knickers?" This is the kind of call we get every day. Sad isn't it? And you know who you are, so don't deny it. The answer to each question is a big round "Yes." Check out these shots of Super Street Fighter Turbo and brace yourselves for the most accurate Street Fighter conversion on any home machine.

Unlike the console versions, which were just Super Street Fighter, the 3DO one will be the Turbo edition. This means all the new moves, including aerial attacks, super special moves and the explosive finishing attacks.

For all the criticism aimed at Capcom's reluctance to deliver a Street Fighter 3, this looks easily like the best version of the coin-op, and the most significant advancement in the series for over a year. With the all-round disappointment which followed the release of the Mega Drive version, and the imported SNES game, this could be the game which persuades Sega and Nintendo diehards to take more than a glance at the 3DO. Moreover, releases like this should attract even more companies to the machine.

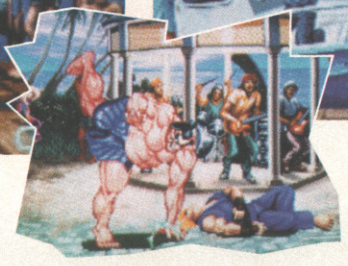
From what we've seen of the game so far it's pretty much arcade perfect. The speed's up to scratch, but the one thing we don't know, and hope doesn't prove to be a problem, is making the controls work on a five-button pad. The choice seems to be either a three-button system, like the Mega Drive version, or a system which uses the pause button as the sixth attack button. Hopefully, both will be incorporated, and we'll give you the full review story next ish.

▲ 3DO Street Fighter should also feature the tournament mode – although this hasn't yet been confirmed. If it does, we wonder how many joypads can be linked together for it.

▲ Ken and Ryu's dragon punches take on an added, and very dangerous, new dimension. And face it, it just looks a lot better.

● GAME BY CAPCOM ● CONTACT PANASONIC (0344 862444) FOR INFORMATION

▲ Rumour has it that Street Fighter 3 will use digitised graphics from the movie. How that will work, we don't know. Until we actually see it, we remain sceptical.



▲ Among her new move, Chun-Li now has her version of Cammy's lethal thrust kick. This means that it's almost impossible to leap over her.

T FIGHTER II TURBO X

SURPRISE! YOU'RE DEAD!

Although it's no match for Mortal Kombat II's fatalities, babalities, friendships and Fergalities, Street Fighter Turbo does boast devastating super-combos and devastating super special moves to finish your enemies off with. It's these combos which take perfect timing and skill and sets Super Street Fighter II Turbo X apart from every other beat-'em-up.

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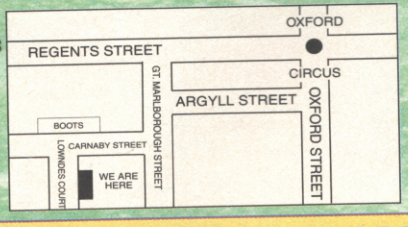

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WORK IN PROGRESS

■ MEGA DRIVE ■ GAME GEAR

■ Racing game ■ Domark

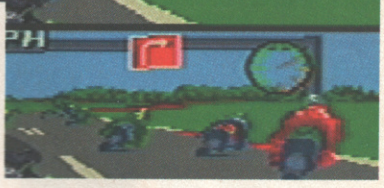
■ MD £39.99 GG £29.99

■ Out January

■ No other versions available

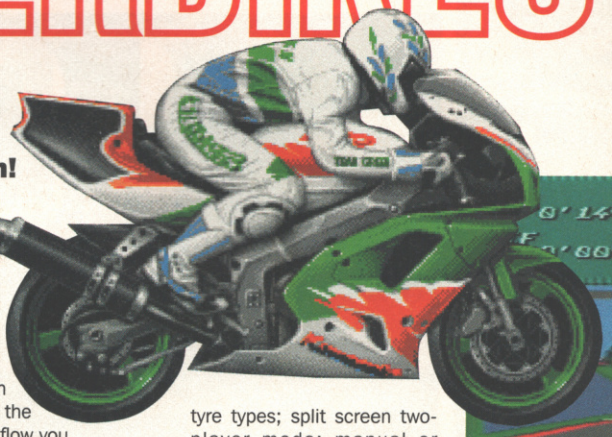
■ No other versions planned

KAWASAKI SUPERBIKES



▲ As Henry Ford once said, you can have any colour you want as long as it's green. 'Cause that's Team Kawasaki's colour.

Two points for knocking down a cyclist, a full three points for the biddy with the walking stick. Vroooom!



I'm convinced motorcycle couriers should all be issued with a copy of this game so that they can get all their racing pretensions and aspirations thrashed out on their Game Gear or Mega Drive. Then I might be able to cross the road en route home, sarnie shop, pub etc and not run the risk of getting run over by some speed freak who thinks he's the courier-equivalent of Wayne Rainey.

The circuits in Kawasaki Superbikes are far more glamorous than your average bike courier gets to ride on; instead of getting stuck on the North Circular or the M6 contraflow you experience 15 different tracks, including Monza in Italy, the famous eight hour Suzuka endurance race in Japan and Donnington in Blighty (two out of three ain't bad). Plus all the usual racing accoutrements: changing weather conditions; three tyre types; split screen two-player mode; manual or automatic gears and all upon a ZXR750R (that's a Kawasaki by the way). We'll tell you whether it's a can of Shell Superlube or just plain old Castrol GTX next month.

▲ When we get our review copy through hopefully we'll do better than coming 15th out of 15.

With that huge circuit map ▶ at the top of the screen you know where you're going; and you know where you've been.

THE GAME GEAR KAWASAKI

Many of the features in the Mega Drive version of the game will appear on the 8-bit one, the main differences being there won't be as much detail on screen and instead of 15 tracks and 15 riders there'll be eight riders and 10 tracks, which is plenty in my book.

● GAME BY LANKHOR ● CONTACT DOMARK (081-780 2222) FOR INFORMATION

THE ROCKETEERS

Birds do it, bees do it – hey even cockernees do it: fall in love, get together, have a right old knees up, network, as they say... And now there's the collector's edition of a team, comprising ex-members of Industrial Light and Magic, LucasArts, 3DO, Apple Computers and Marvel Comics.

Rocket Science Games, as they're known, are going to turn games into movies (where d'ya hear that one before?)

WORK IN PROGRESS

■ MEGA-CD ■ PC CD-ROM

■ Shoot-'em-up ■ Rocket Science

■ MEGA-CD £44.99 PC £44.99

■ Out December

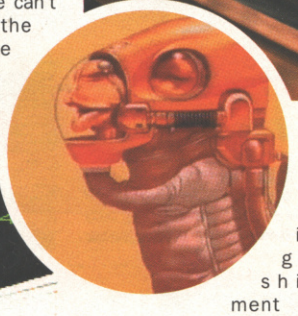
■ Further versions to be announced

■ No other versions available

LOAD

Children play with toys of them, adults travel on them, gang members pull them and domestic pets are killed by walking in front of them. Yes, there's no escaping trains these days, and now you can be the driver of your very own fully-armed space locomotive

It's quite ironic really, but Loadstar is actually an anagram of 'a old star'. Ironic because this latest CD title features the talents of Ned Beatty who is indeed 'a old star'. And quite portly. Before you say anything (or it might be after, we can't do much about it from here) this is indeed the same Ned Beatty famous for his roles in the Superman movie and... Loadstar, amongst other undoubted classics we can't quite place at the moment. Ne', as we like to call him, plays a friend of Tully Bodine, maverick train driver. There's an illegal shipment of camels on the moon, and only Tully can smuggle them off with his incredible handling of public transport. Personally, we would have liked it better if we could control Ne' himself. It would be almost as good as playing Star Warsy Mark Hamill in Wing Commander 3.



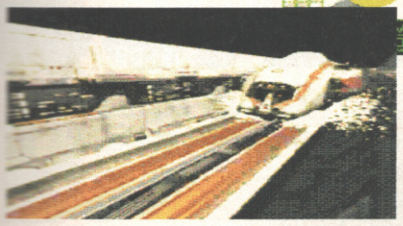
▲ *Not only can time fly by when you're a driver of a train, but your life can fly by too if you're a crap shot.*

Anyway, Loadstar is the brainchild of one Ron Cobb, something of a movie bigshot with concept credits for Alien, Aliens, the Abyss and True Lies (obviously he gets along quite well with James Cameron). The idea is that you use your space cursor interface to control all the systems aboard your vessel. Pressing one button fires your main weapons, pressing another activates your energy scoop which absorbs enemy fire and a third button honks your space horn – good for warning dawdling drivers in front of you of your imminent arrival up their behind. This cursor also allows you to steer, simply by shifting the pointer over to the correct lane at the right time to change over.

Loadstar is just undergoing bugtesting as we write (and there are some pretty hefty bugs in the pre-production copy) so we're reserving our judgement for the moment. However, if you'd like to find out what we think of it there'll be a full review next issue.

● GAME BY ROCKET SCIENCE ● CONTACT BMG (071 304 4044) FOR INFORMATION

▲ This is what happens when you ignore the warnings bleated by your computer – a spectacular head-on collision.

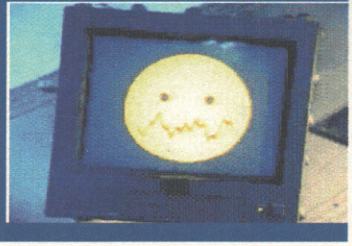


▲ Not exactly the 8.15 to Birmingham is it?

STAR

SMILEY CULTURE

This confused-looking 80s throwback is your on-board computer. He's good for warning you about upcoming traffic difficulties and advising you on which route to take to your destination. Always keep an ear out for his helpful suggestions and you can't go wrong. Don't react until you hear what he's got to say though, sometimes he just over-reacts and panics a little (like computers do all the time) and this can get you into trouble.

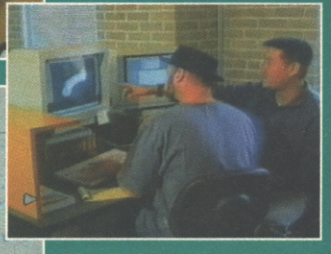


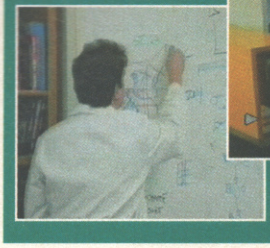
Rocket or Squib?

Rocket Science has made probably the biggest entry into the software scene since Digital Pictures pledged to make CD as successful a market as cartridges...

Indeed, Rocket Science is making many of the same promises as DP, but come with a pedigree which outstrips even that of the famed and acclaimed Ground Zero Texas producers. A lot of fuss has been made about the presence of Hollywood figure Ron Cobb (True Lies, Total Recall, Aliens, Abyss etc, etc) on the board of directors, but perhaps the companies biggest strength lies in their visionary president Gary Blank, a veteran of SuperMac, the company responsible for the CinePak CD compression system. His presence alone has resulted in interest from the Wall Street Journal, who gave a tacit approval to the launch of the company.

Blank and co-founder Peter Barrett have adopted an original approach to game development, using all-new software tools



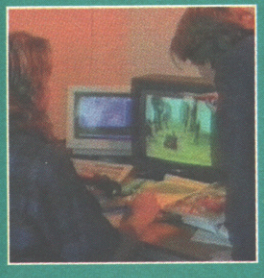


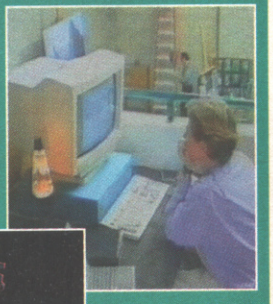
Planet Science at work on Cadillacs & Dinosaurs.

THE ROCKETEERS

which not only allow the team to produce more advanced products but should also aid them in avoiding code patent infringements, the likes of which recently cost Sega $50 million lawsuit dollars to Atari. Despite the technical and business accumen obviously at the disposal of the team (who have poached staff from Industrial Light & Magic and LucasArts along with old hands from movies such as T2 and Jurassic Park) Rocket Science claim their biggest advantage is in their attitude to game design. The team are dedicated to bringing interactive movies to the world. Indeed, they've published a Venn diagram graph set which illustrates their predictions for the convergence of the game and entertainment industries.

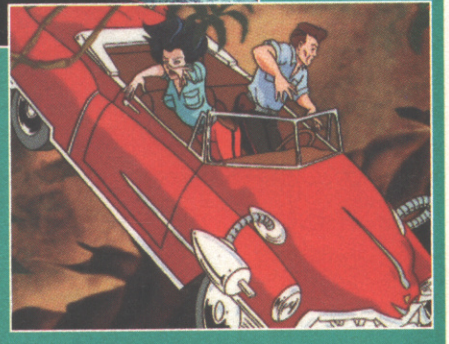
Rocket Science seem to have all the right ideas, and there's some serous money behind the firm, including grotesquely huge venture capital brokers Merrill, Plckard, Anderson & Eyre, but it's still too early to make a firm bet on the future of the company – whilst their in-production project Cadillacs & Dinosaurs looks smart Rocket Science's first release is the sc-fi transport game, Loadstar. The real test is where they'll be in the run-up to Christmas '95.





◀ *Rocket Science have talent poached from LucasArts and Industrial Light and Magic.*

With ▶ some hefty financial backing behind them these guys look like they are going to be BIG!



WORK IN PROGRESS

■ PC ■ MEGA CD

■ Shoot-'em-up ■ Rocket Science

■ £Unconfirmed ■ Out Unconfirmed

■ No other versions available?

■ Amiga version planned?

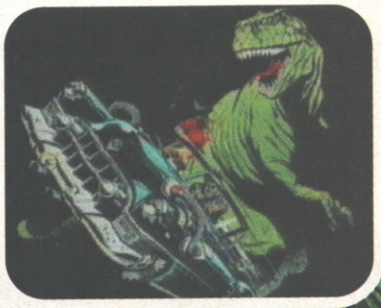
CADILLACS&

PC

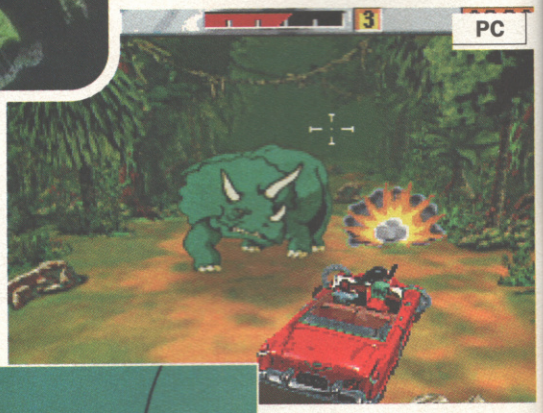
▲ *Control that cursor and blow the hell out of anything that gets in your way...*

... go together like chalk and a rather pongy piece of gorgonzola if these stunning screenshots are anything to go by – yes it's Rocket Science's new cars and creatures shoot-'em-up...

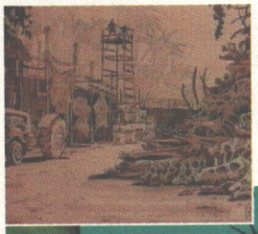
Based on the eponymous cult graphic novels by Mark Schultz, Cadillacs and Dinosaurs looks like proving Rocket Science's boasts of outstanding originality at the very least. Cadillacs & Dinosuars pits Fifties adventurers against the terrors of the Xenozoic age through a unique 2.5-D environment, which gives the screen great depth but retains the essential comic-book feel. This interface runs in full-speed full-screen Full Motion Video, even on Sega's Mega-CD. But then, so does Loadstar. Still, check out these quite stunning screenshots and make your own predictions. We've got our fingers crossed for this one.

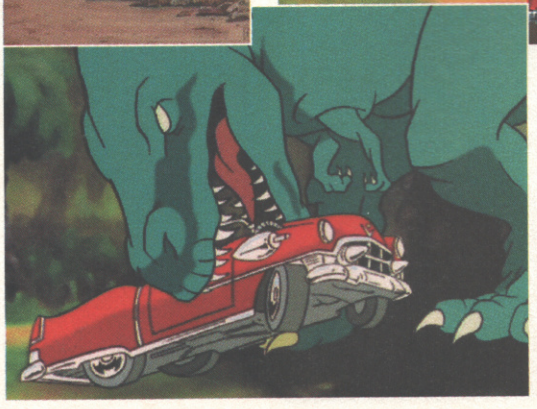


▲ *... that includes lairy T-Rexes with attitudes.*

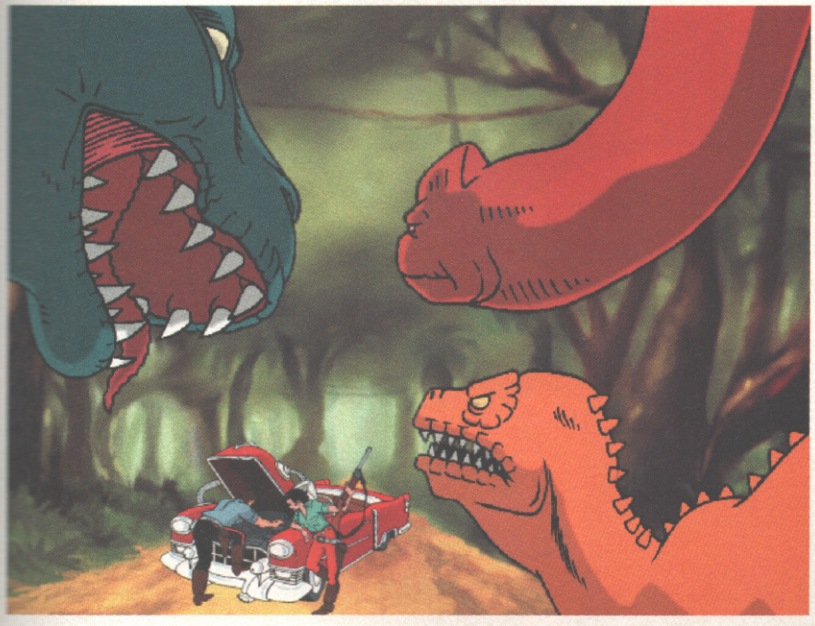


▲ *Looking at this game you'd think it was a TV or movie licence, but it has been developed purely as a game.*





& DINOSAURS

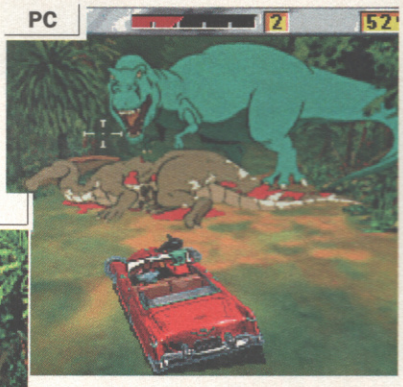


PC

◀ *C & D is based on the graphic novels by Mark Schultz.*

MEGA CD

PC



▲ *My money's on the dinosaur.*

◀ *FMV often looks best when cartoon animation is used.*

Not So Crusty COBB

Readers, cast your mind back to the days of frozen lamb burgers with frozen mint sauce, the beginnings of the Coco Pop, and Cap'n Birdseye...

He may resemble the bewhiskered vendor of all things fishy-fingered, but Ron Cobb is the Cap'n and chief officer of the Rocket Science crew. What's more he thinks it mightn't be all bad if games were dearer!

CVG: How did you and Rocket Science meet?

Ron: It came into existence through the demented mind of Peter Barrett (ex-Apple, author of Cinepak), who wanted to evolve the concept of putting people into games. However the actual idea for the Loadstar project goes back to an earlier meeting with Peter. It's based on a screenplay I'd written at the time when I was working on Alien."

CVG: How's the team work?

Ron: "Each member has been assigned their own dream game to produce. Everybody's trying to see what games can really become.

CVG... How are you going to avoid doing boring games that are great to watch but crap to play?

Ron: "I know what you mean, there's always that danger and generally - games may oscillate that way – you pretty well sit and look at the artwork in Myst. Yeah things may oscillate between two extremes – film and games that are really simple but all play. We're toying with the idea that the passive viewing of video links isn't that productive, unless they're extremely watchable. And we're not convinced that interactive storytelling with 500 different plots is the answer either."

CVG: You spend mega bucks making games. Doesn't all this Hollywood-meets-Zelda stuff mean expensive software?

Ron: Well making games is a bargain compared to making movies. $1 million is still a high budget for a game, although we do have things planned that will be costing $5million. There may well be a Roman senator thing – everything's got to get bigger and gorier... Yes, I guess so. It will happen as people get used to increased standards of production.

CVG: So if you could make the game of your dreams, what would it be?

Ron: I love the idea of doing something funny yet worthwhile, you know with really lurid settings about how we mess up the planet, and with some out-of-it stuff thrown in as well... like how to divert an asteroid that's on a collision course with the Earth. I had a name for this game. It's about (we have to substitute a colourful word here, kids) a trucked-up world, so we called the game trucked world."

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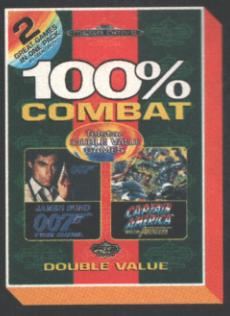

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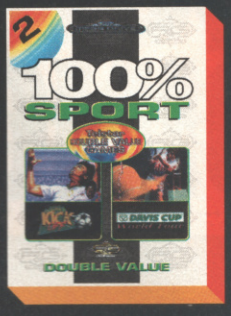

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Chriiiist! I've been stuffed before Christmas. We've had piles of Xmas releases land on our desk and hardly a turkey among them...

The biggest event has got to be the arrival of Star Wars Arcade and Virtua Racing Deluxe on 32X, both of which are reviewed in this month's Tekno.

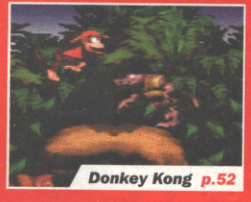
And what else have we got? Oh just Ecstatica, Donkey Kong Country, World Cup Rugby, Magic Carpet, Pitfall 2, and X billion more games. It's been murder fitting them all in one ish – so you'd better appreciate it!

Steve James, Managing Editor

What we're playing this month

STEVE

■ **Ecstatica/PC**
Having a personalised 666 number plate makes me best qualified to complete this wicked 18 cert game. This is one hell of a gory game!
■ **DKC on SNES**
Even though it's not the most original thing in terms of play, this has got to be near the top of my list for being the most gorgeous-looking game ever on a SNES.
■ **Virtua Racing Deluxe/32X**
It's brilliant. OK?



Donkey Kong p.52

Ecstatica p.47

GARY

■ **Super Drop Zone/SNES**
OK, it may be a game that's been around longer than Steve, but it's still got that 'I just want one more go' factor.
■ **PageMaster/SNES**
Very pretty to look at and quite tricky to get through, especially as my version had no passwords!.
■ **Super Jedi/SNES**
If it's got Star Wars on the box you'll find me playing it.

RAD

■ **Hebereke's Popoon/SNES**
is probably the game I've played most this month, especially thrashing Mark on level 47 etc etc etc.
■ **SoulStar/MD**
A fine piece of shoot-'em-uppery that bodes even better for Core than its previous (also ace) Mega-CD titles.
■ **Donkey Kong Country/SNES**
Pips Pitfall 2 to the post in this month's big-name platform clash thanks to its incredible size and depth.

MARK

■ **Dino Dini/MD**
OK, I might support a dud footie team (Bumnal FC -- ED.) but if there's a decent footie game you'll find me sat in front of it.
■ **Star Control 2/3DO**
Probably the best new machine game at the moment, well I think so.
■ **Hebereke's Popoon /SNES**
A rework of the Tetris game engine, which is highly addictive, oh and don't believe a word Rad says.

TOM GUISE

Tom, from Sega Mag, is new on the team next ish. He's worked with Rad before – so Rad, what should we expect?... "His hair used to make him look like Darth Vader and now it makes him look like an ant – he's DJ Mixmaster Tom Guise cutting it up on the six-button joypads. A mag veteran but he still doesn't know everyone calls him Johnny Fathead behind his back." Proper biography and games list next month.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores over 90% and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of over 96% to earn one. Anyway, here are the top games this month...

46 Ecstatica/PC CD-ROM
90 EA Rugby/Mega Drive
92 Magic Carpet/PC CD-ROM
108 Hebereki's Popoon/SNES
132 Virtua Racing Deluxe/32X
136 Star Wars Arcade/32X

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you if it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

THE ESSENTIAL GIFT!

Over the last five years there have been dozens of computer and video games books – and some of them have even been quite good. But this one's different. It's more than just good, it's brilliant!

'Essential buy' is the phrase wethinks you're looking for. This Computer and Video Games year book is from top book publishers, Boxtree Limited, and it's chock-a-block with reviews and tips of the best games that money can buy, along with tons of useful addresses and a host of features on network games, virtual reality and Internet...

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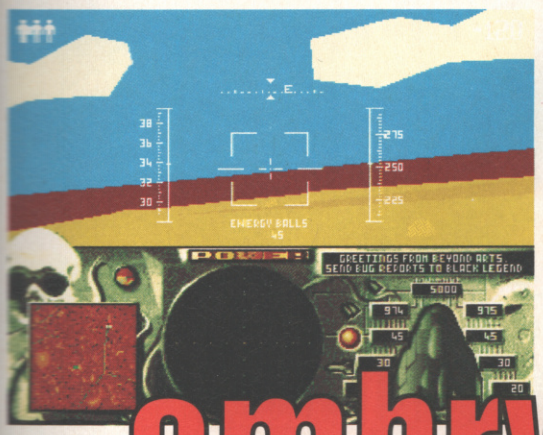
■ Amiga
■ Shoot-'em-up ■ Black Legend
■ £25.99 ■ Out Now
■ Amiga version available
■ CD32 version planned

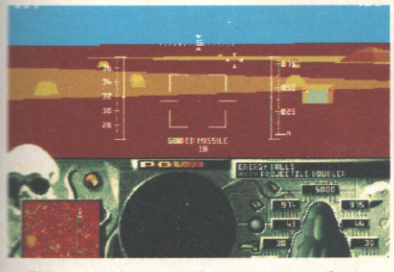
Flying through a warzone by the skin of your teeth? All in a day's work for Black Legend's Croatian team.



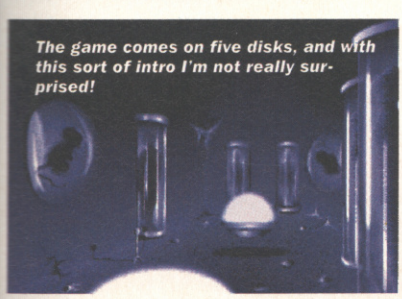
◀ *To begin with everything is nice and calm, and you have time to admire the scenery - what there is of it - but soon things get hectic beyond belief.*

embryo

Battle simulations are generally a humdrum affair as far as the masses go. OK, so they might be the biggest kick in the world for your average wargamer, who gets off on ordering units around, but there generally isn't much in the way of action. You can go too far the other way too, when you have too much action, but nothing in the way of strategy. Only one game has ever really got it right, and that's Carrier Command, and this is really Croteam's attempt at a similar theme. Although far less tactics heavy than the Rainbird classic, this is them trying to bring a war situation into as many homes as possible, by coming up with a 3D shoot em up that has all the action of Guardian, but still requires a fair chunk of brainpower.



▲ *This world is so against you, even the buildings have an attitude problem! Let loose with the guided missiles I say.*



VERDICT

A1200

This is a turn up for the books, and no mistake. Embryo is slick and smooth, and extremely playable right from the off. I have to admit, I was a little put off to begin with by its basic flight simulator approach, but once you've got to grips with the Thunderhawk mouse controls, you've got one majoy piece of action. Tons of weapons, and even more things to kill with them, this is one mean blaster, and one that you'll be happy to spend hours with.

TONY DYLAN

■ GRAPHICS	81
■ SOUND	80
■ PLAYABILITY	84
■ VALUE	81

OVERALL ■

82

ATTENTION
BIG
GAME
HUNTERS

■ SUPER NES

■ Platform ■ THQ

■ £44.99 ■ Out November

■ No other versions planned

■ Mega Drive, Game Gear and Super NES versions available

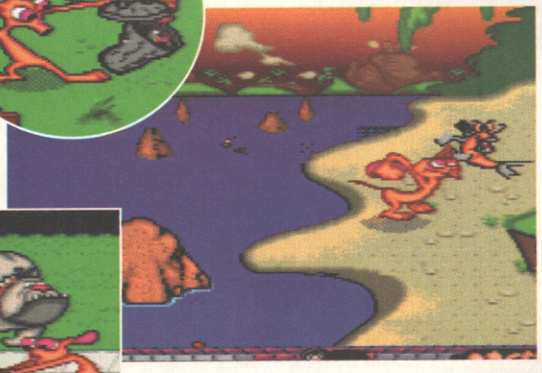
ren & stimpy in the time warp

Quick, hide the powdered toast – here comes THQ with another of their fabled Ren & Stimpy titles...

Love 'em or hate 'em, Ren & Stimpy have introduced a whole new wave of catchphrases to the cartoon world. You can hardly walk down the street these days without hearing some deluded funster shout 'You iiiidiot', 'You filthy swine' or even 'I say old boy, how about a glass of port, what?' Except perhaps that last one, unless you're walking by the Groucho Club or something. But neither Ren nor Stimpy said that anyway, so let's just forget it eh?

Anyway, if you're a fan of the series you may remember the pair's previous Super NES outing, also from THQ, which was fairly warmly upon its release, despite its conventional platform origins. There's no such sense of tradition with this latest title though, which is programmed by Sculptured Software (whose previous credits include Mortal Kombat and Super Star Wars).

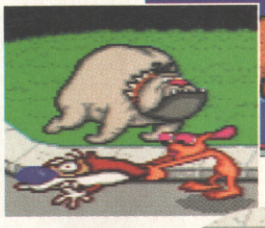
This here game takes in everything from haunted houses to space travel in levels based on real-life episodes of the cartoon, as well as cramming in a huge array of genuinely funny sight gags to enhance the atmosphere. There's a lot more to the game than you'd reckon, with play veering from almost beat-'em-up territory through platform all the way leftfield to Mode 7 flying levels. Variety isn't the only thing Time Warp has in its favour though – you'd be advised to bring a second player along as things are tough right from the very beginning.



◀ *You must stop Muddy Mudskipper destroying the past with his time machine. Hit the little scaly blighter lots to achieve this objective.*

▲ *Ren uses the rubber nipple power-up to scale the walls in search of bonuses.*

If you're facing difficulties with an enemy, try using the super-powered beaver saw on them. ▶



True to the cartoon in every way, Time Warp allows the player to inflict all sorts of harm upon their hapless cohort. ▶

ALTERNATIVE

AMIGA

■ Fire and Ice

■ Renegade/£25.99

If Ren & Stimpy aren't your cup of tea, try this rather more traditional dose of cartoon platform foolery, which is not bad at all. But could have been better.

■ Issue 127: 83%

VERDICT

SNES

Time Warp captures the spirit and humour of the Ren & Stimpy cartoons perfectly, which should please fans no end. It also showcases an astonishing variety of game styles and a huge level of challenge, which should please gameplayers. If you're not a fan of the series you won't really get the most from Ren & Stimpy, but you'll still find an enjoyable, tough and original product. If you are a Ren & Stimpy devotee, this is more fun than a barrel of monkeys.

RAD AUTOMATIC

■ GRAPHICS	90
■ SOUND	91
■ PLAYABILITY	88
■ VALUE	86

OVERALL ■

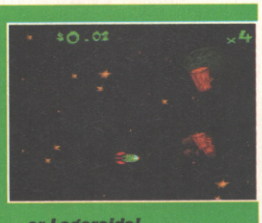
88

RIK'S PARADISE

Look out for the much-fabled Log™. Collect one of these all-purpose household items and you're whisked off to a Log™ bonus game, based on a coin-op of yesteryear, such as the classic Space Invaders, Asteroids or Pac Man...

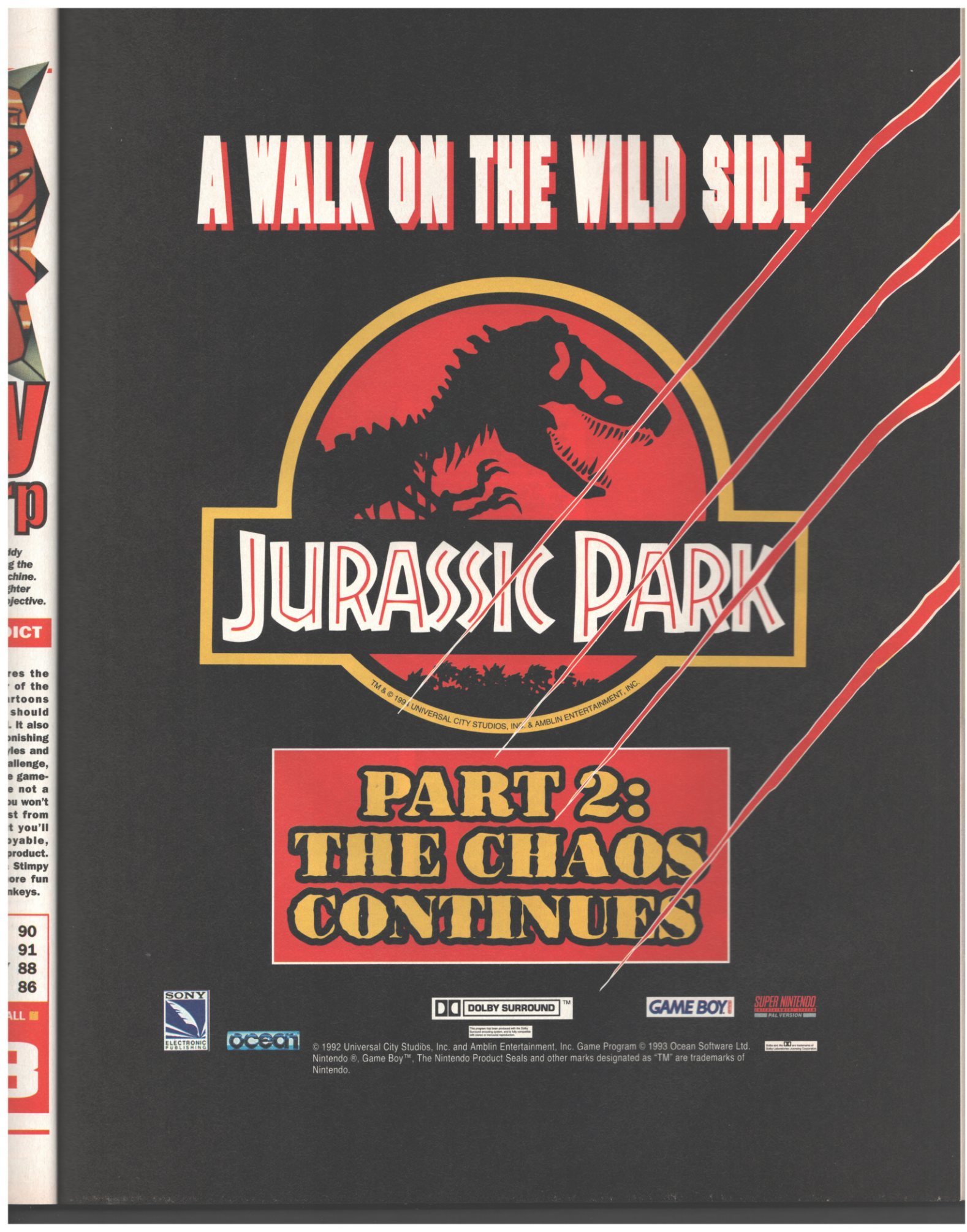
Log Invaders...

Log Man...



...or Logeroids!

● GAME BY THQ ● CONTACT THQ (071-935 8954) FOR INFORMATION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■ PC CD-ROM
■ Adventure ■ Psygnosis
■ Out Now
■ No other versions available
■ No other versions planned

ecstatica

The dead rising from their graves, a medieval setting... it could be Wales, but then it could be somewhere far worse...

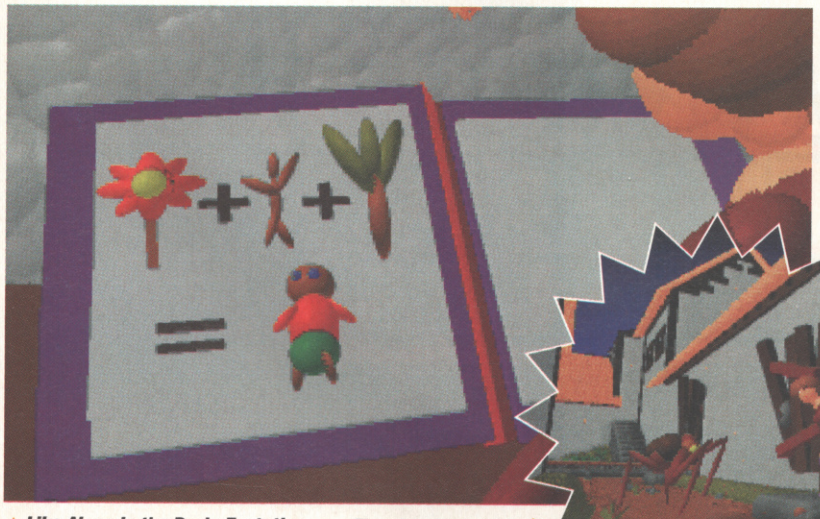
OK, so to some people there might not be much worse than Wales and her hordes of nervous sheep and close-harmony choirs, but that's hardly the stuff that 18 ratings are made of. Ecstatica, however, is. It's the storyline that had the casting vote in deciding what certificate the game received, after all, there's only so much that characters constructed of elipses can do to each other, unless you have a particularly inventive, and sick, imagination.

Ecstatica is the result of five years' work from developer Andrew Spencer, who originally started programming it on the Commodore PET. Fortunately, small advances in technology, notably sound, colour and the CD-ROM drive, have helped Andrew deliver what is, quite possibly, one of the PC games of the year.

As the game begins, you are journeying on horseback through Northern Europe in the year 928. After days in the saddle, you stop to replenish your supplies in a quiet village. But, the village is deserted, the inhabitants have been stabbed, slashed, hung and spiked and the streets are crawling with Werewolves, Minotaurs, huge spiders and axe-wielding Gremlins. It's up to you, the elipsoid hero, to venture into the town and to unravel the horrible secrets that lie within. With its multiple camera views and distinctive elipsoid graphics, Ecstatica is similar to the classic Alone in the Dark. It's an amazing-looking game, featuring an eerie soundtrack and some excellent digitised speech — these screenshots can never hope to do it justice. Dare you journey into the realm of Ecstatica..?

▲ The game begins innocently enough... you've run out of water and wander into the village to replenish your supplies.

Like Alone in the Dark, Ecstatica uses a mix of static, rendered backgrounds and polygonal graphics. The main difference, of course, is the unique solid look. ▶



▲ Like Alone in the Dark, Ecstatica has a number of rudimentary puzzles that must be solved. For example, if you collect these three ingredients you can turn yourself into a weasel...

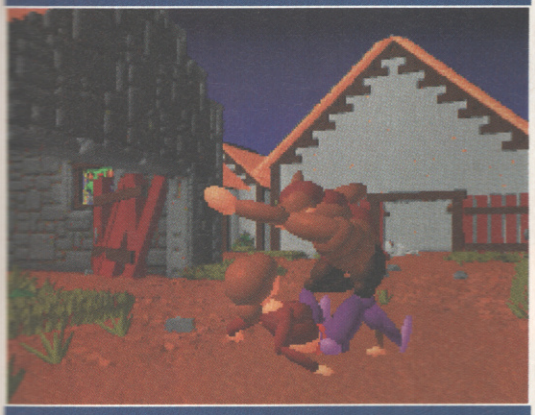
There's a huge variety of creepy monsters in Ecstatica including small dragons, huge arachnids and skeletons. ▶

▲ Ecstatica is very politically correct and so you can choose to play either a slightly feminine-looking bloke or a butch, sword-wielding woman.

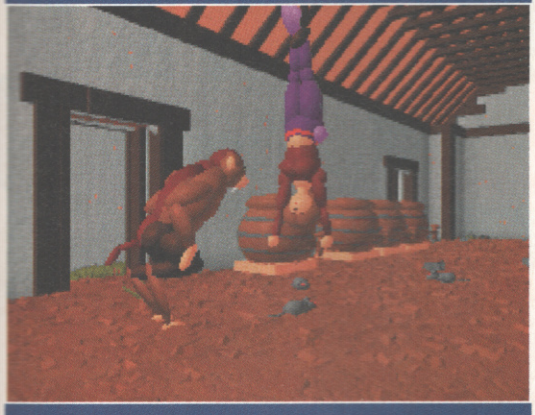
▲ If you can convince the suspicious monk (a bible might help) you can seek refuge inside the monastery.

● GAME BY PSYGNOSIS. ● CONTACT PSYGNOSIS (051-709 5755) FOR INFORMATION.

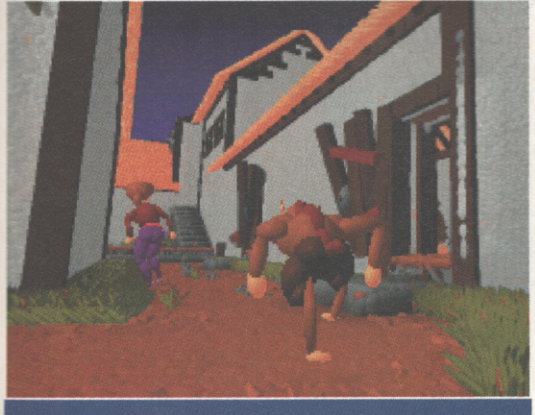
OPENING MOVES...



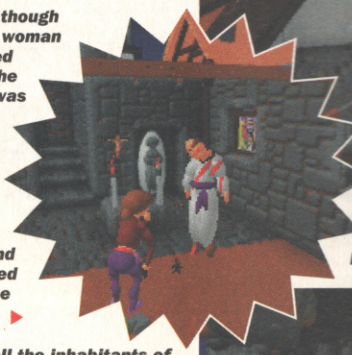
In the early stages of the game you'll be brutally and savagely attacked by a werewolf. Unfortunately, you can only stun it, so it's a major thorn in your side throughout the game.



Once you've been caught by the werewolf, he strings you up by your feet and uses you as a punchbag. Didn't Luke Skywalker go through this in the Empire Strikes Back?



Fortunately, you manage to escape but as soon as you step outside, the werewolf appears again to chase you. If only you could find a weapon...



If you though the woman skewered to the table was bad, check out the poor priest. They've hung him and slashed him in the chest...

Not all the inhabitants of the village have been killed, and the survivors may provide useful information. Some, however, like this priest, are so scared, they won't talk to you at all. Not even if you're wearing your 'I'm the hero' badge.

▲ Your character is controlled using the numeric keypad on the keyboard. It's a bit more complicated than Alone in the Dark, but much more flexible.

▲ With so many nasty creatures wandering the streets, a suit of armour might come in handy. But, did I hear a rumour that there's a troll with a tin-opener...?

SECOND OPINION

When I saw an early version of this at the CES show in July, I wondered how the hell they'd manage to get any game in Ecstatica. How I was wrong. This is superb. It looks good, plays well, and it's one ultra-intriguing, helluva game. It's definitely not one for people who don't like the colour red, or who have nightmarish flashbacks about being whisked away for devil worship – but it's a toss up between this and Theme Park for PC game of the year.

STEVE JAMES

▲ Ecstatica has plenty of gory scenes and 18 certificate to go with them.

ALTERNATIVE

CD-I

■ The 7th Guest

■ Philips/£49.95

Making the most of the CD-i's digital video board, this is a stunning conversion of Virgin's haunted house puzzler, with FMV clips breaking up the gameplay nicely.

■ Issue 151: 70%

VERDICT

PC CD-ROM

If you liked Alone in the Dark, you'll go gaga over Ecstatica. Although the control system is fiddly, once you've played the game for half-an-hour, you'll soon be running around, manipulating objects and bashing monsters with ease. The attention to detail is sublime, the graphics superb and the speech remarkable. If I have a criticism, it's the playing area is too small. Apart from that Ecstatica is mean, moody and very atmospheric – a must buy.

DEAN EVANS

GRAPHICS	94
SOUND	90
PLAYABILITY	91
VALUE	89

OVERALL

90

● USELESS INFORMATION NO. 3,455: WHILE ALONE IN THE DARK WAS PROGRAMMED BY A WHOLE DEVELOPMENT TEAM, ECSTATICA WAS CREATED BY JUST TWO PEOPLE

■ JAGUAR

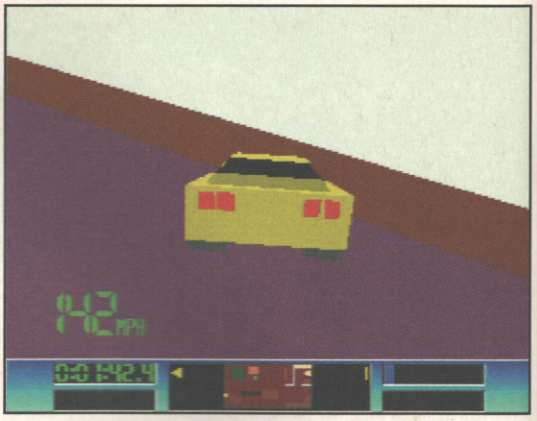
■ Racing ■ Atari
■ £Unconfirmed ■ Out November
■ No other versions available
■ No other versions planned

It might sound like a golf game, but this is actually another Jag car racing game. And that's the Jag console by the way, before you get confused...

Club

Club Drive is best described as a 3D Micro Machines. You take control of a tiny toy car which you race around gigantic racing environments. The hazards that you come up against range from toilets (which flush when you hit them), to floating cats with no legs (an animated kitty being a bit too much to ask of beleagured polygon technology). Of course, the good thing about polygons is they let you see things from any angle you like, and Club Drive follows the fledgling tradition of allowing the player access to a couple of these. The first-person perspective is probably the best, the behind-the-car camera often misleading you about your angle of projection and the backwards-pointing bonnet cam is all but useless, the scale of the car rendering it impossible to see what's in behind you as well as what's in front.

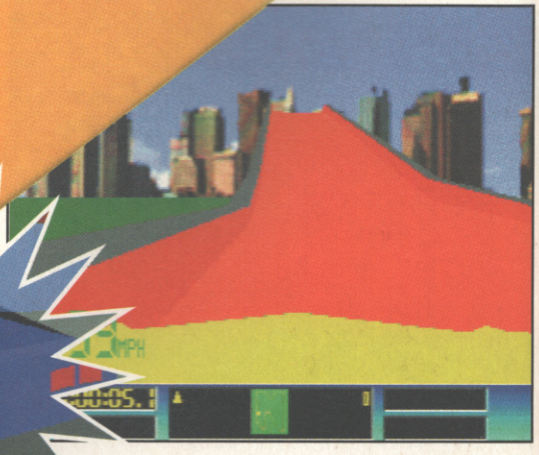
Still what Club Drive lacks in useful views it makes up for in game style options. There are three modes of play; against computer; a timed icon pickup course; but the most enjoyable option is the two-player only tag mode. The object of the game is to crash into the other car, thus making them 'it'. The first person to stay 'it' for a whole minute loses. Actually, 'enjoyable' isn't the word for tag mode, or either of the other two for that matter. 'Bad' is closer to the truth. The trouble is there's no feeling of inertia or traction, so you can't judge your cornering at all. Any game which needs an arrow indicator to tell you which direction you're travelling in is treading on treacherous ground. The other trouble with Club Drive is it's easy to get hopelessly snagged on certain bits of scenery and be thrown over on to your roof by still others. Pootling around in an average household should have been a lot more fun. A bit of a shame, sorry.



Hey kids! Can you tell what's going on in this picture? The car is officially snagged on a bit of scenery, that's what. ▶

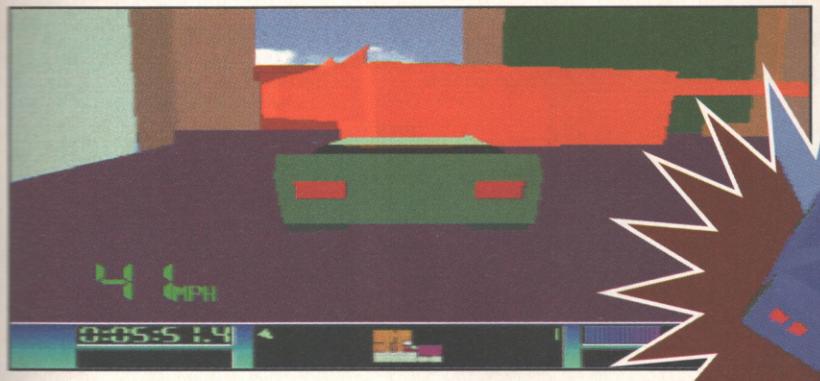
◀ *Some ramps lead to elevated track and others are there to throw you around all over the shop...*

This is the start of the race mode. It's quite easy to get confused with the finishing line because there's nothing to show you where you it is. ▶

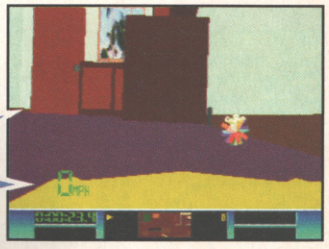


▲ *The little unidentifiable thing in the middle of the strip at the bottom of the screen is your map, which shows your location and that of any other cars or powerballs. The arrow thing next to it indicates which direction you're facing in, because otherwise you wouldn't know.*

● GAME BY ATARI ● CONTACT ATARI (0753 5333440) FOR INFORMATION

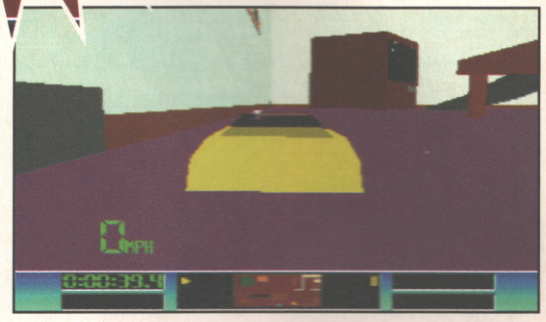


▲ This, believe it or not is a cat. We think. It looks like Dr Who's old robot dog K9 and bawls like a baby when you run into it.



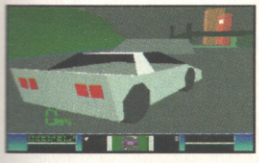
▲ Looking not unlike a multi-coloured ball of yarn, a powerball looks pensive, awaiting collection by your car.

drive

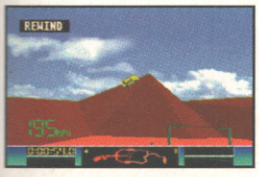


▲ The bonnet camera in full effect. As you can see, though, you can't see.

▲ This is but one small aspect of the myriad of options presented to you before you start playing Club Drive. They're probably more fun than the main game.

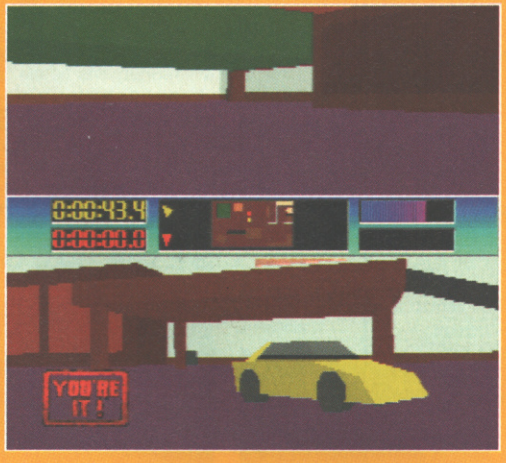


▲ This looks quite nice, in a blocky sort of way, but once you start moving it all gets rather jerky.



▲ This Rewind option allows you to play back your most heinous disasters. Pretty useful for finding out exactly what did happen to you.

TAG NUTS



This is the two-player tag game. It's quite good fun for about ten minutes, but once you realise it's impossible to escape from one another, except by dint of weird scenery difficulties, it loses its appeal. What it really needs is larger, more open playing grounds with less confused (and confusing) layouts. And before you even think about it, don't bother trying to drive up any of the ramps, it's nigh on impossible at any sort of speed.

VERDICT

JAGUAR

You've got to feel sorry for Atari at the moment. This month two polygon racers have hit the 64-bit console, and whilst they both look spectacular in still screenshots they're marred by jerky update and vacuous gameplay. Club Drive isn't as bad as it could have been, but I was really expecting a lot more than this. Skip this one and keep saving for Alien Versus Predator or the forthcoming Iron Soldier (which is previewed on page 23).

RAD AUTOMATIC

GRAPHICS	80
SOUND	83
PLAYABILITY	67
VALUE	74

OVERALL

72

ALTERNATIVE

MEGA DRIVE

Micro Machines 2

Codemasters/£39.99

Same toy car theme, but with classic and, furthermore, superlative gameplay, and with added four-player thrills. If you don't already have this you're a fool.

ISSUE 156: 94%

SECOND OPINION

Club Drive seemed very promising when we originally saw it. The play environments appeared original and well designed, and the sheer variety of game options seemed to scream 'supreme lastability' in our ours ears. Sadly, though, the finished product has turned out to be a pretty insipid effort which handles in a crock-worthy fashion. Full marks for effort, but this isn't worth the dough. There's also a great shortage of pies in this, and I like pies. Bad luck Atari.

MARK PATTERSON

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MEGA DRIVE/SNES

Platform ■ Activision

£Unconfirmed ■ Out December

No other versions available

No other versions planned

CVG HIT!

Yo, in the area, there's a rumble in the jungle and no mistaking...

pitfall 2

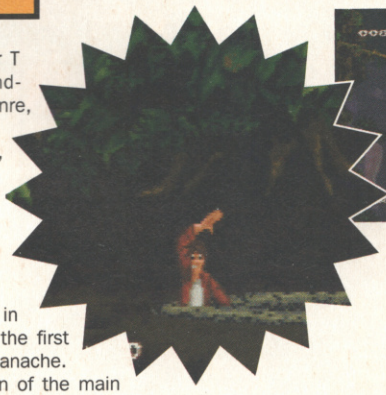
MEGA DRIVE

◀ *Run out of magic marbles? Swish away with your flailing and indistinct weapon that looks a bit like a neckerchief.*

Does anyone remember the classic TV series Tales of the Gold Monkey? If not, it's unlikely you'll also remember the original Pitfall, which was out before you were born, young thing. Anyway, these two have more in common than the length of their teeth. The former is from Glen A Larson, the man also responsible for the A-Team, and followed the adventures of some bloke with a seaplane looking for treasure in the jungle. The latter has no connections with Mr T whatsoever, unfortunately, but was a groundbreaking title which spawned the platform genre, and certainly that part of it occupied by the new sequel, the staggeringly titled Pitfall 2, which involves searching for hidden treasure in the jungle. But without the sea-plane bit. Not that that's an entirely bad thing.

Anyway, if sprawling platform adventures, with no sea-planes, are your idea of fun, this should excite you greatly.

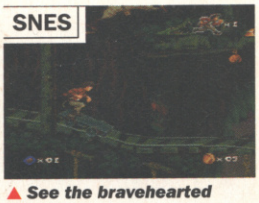
There's nothing particularly new on offer in this sequel, some ideas are even lifted from the first Pitfall title, but Pitfall 2 is executed with great panache. Activision is particularly proud of the animation of the main character, who runs, crawls, swings, slides and performs a variety of other heroic exertions with unprecedented smoothness. This affects a lot more than just the game's frontend as you have to use all these skills and abilities to negotiate each trap-infested stage, collecting priceless artifacts along the way. And, as is usually the rule for this sort of game, that's all there is to it. So which side of the thin line marked 'Simple – Crap' does this product fall?



SNES

▲ *Sliding down vines? No problem for our Mayan Adventurer!*

SNES



▲ *See the bravehearted thrill-seeker effortlessly ride the dangerous rickety minecart!*

SNES

▲ *Far from being the sticky preytraps of real life, Pitfall 2 spiderwebs are actually bouncy trampolines.*

SNES

▲ *Whilst these enemies do make the going harder, the real challenge lies in negotiating the billions of hazards posed by the play environment.*

MEGA DRIVE

◀ *This is but one of the many priceless antiques secreted in many jungles around the globe. Honest. Go and look for them if you don't believe us.*

VERDICT

MEGA DRIVE

Pitfall 2 is certainly a very good title, but the Mega Drive is currently buried under a landslide of brilliant platform games, and you do have to wonder if there's any room for another. If you're not already a Dynamite Headdy/Earthworm Jim/Sonic & Knuckles owner, then this Pitfall sequel is definitely well worth some investigation. Those readers who aren't platform-fixated gamers, however, may already have had their fill of the genre recently.

RAD AUTOMATIC

GRAPHICS	91
SOUND	89
PLAYABILITY	90
VALUE	91

OVERALL

91

VERDICT

SNES

The Super NES is the perfect console for this type of game. The backgrounds are rich and colourful and the animation of the main sprite is more than worthy of some admiration. The controls are instinctive and as such it's a piece of cake to get the most out of your extremely versatile character. If you think you're up for the challenge – Pitfall 2 is bigger and harder than the entire Boo-Yaa TRIBE – this is a highly recommended purchase.

RADION AUTOMATIC

GRAPHICS	92
SOUND	92
PLAYABILITY	92
VALUE	90

OVERALL

92

ALTERNATIVE

SUPER NES

Prince of Persia

Masiya/£40.00

The most obvious comparison here is this classic platformer. Like Pitfall 2 this requires skill and thought along with fast reflexes to complete.

ISSUE 130: 91%

★ CONTACT ACTIVISION (081-742 9400) FOR INFORMATION

SNES

Platform Nintendo
£59.99 Out November
No other versions available
No other versions planned

donkey kong country

It hasn't been his decade, but fresh from his Game Boy reincarnation comes Nintendo's oldest new star...

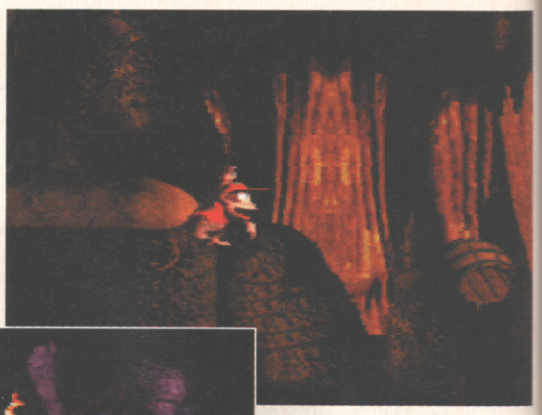
As the superbly animated intro to Donkey Kong Country tells us, the old and young apes are actually divided between old-style bleepy game music and drum-bashing jungle romp-a-thons respectively. What primates like to listen to, however, is probably the least interesting thing about this game.

Donkey Kong Country is brought to you by Rare, a company with a long and glorious history of innovative and playable games. Rare's latest effort is this tale of two apes, Donkey Kong and Diddy Kong, which adopts a surprisingly conventional approach, being a side-view platformer. However, Rare has added their twist with the graphics, which are quite exceptional. All the sprites and backgrounds were digitised using a Silicon Graphics workstation and then ported over to the Super NES, so you're actually looking at 32-BIT visuals instead of anything the Super NES would be capable of on its own. Basically, this is just about as good as a platform game can look.

DKC contains everything you'd expect from your favourite titles. Loads of bonus rooms, pseudo-puzzle elements, hidden screens, minecart levels and suchlike. And there's even a two-player mode. Actually, there are two two-player modes, depending on your feelings towards your playing partner. If you get along, you should try the cooperative mode, which sees you each controlling a character and helping each other along the way. If you can't stand the get then the competitive mode will be more to your liking. This mode is only any use if you're dead good at the game and your 'friend' is a hopeless sad case you wish to humiliate.

That, basically, is it. Don't be misled, though – it's like saying Mario 4 is just some fat bloke jumping about. There's no doubting that Donkey Kong Country is a superb game which is bound to sell in the thousands and keep hordes of gamers going for yonks before they complete the game and find its secrets.

▲ Donkey Kong is just another platformer and the World Cup is just a football match.



If you look closely at Kong you'll see its not actually shading according to the background light source. This is the only thing that gives away the fact that it's not really a proper SNES graphic. ▶

◀ Career from barrel to barrel at hyperspeed while picking collecting energy-giving bananas...

Kong and Diddy in deap sea diving excursion ▼

● GAME BY RARE ● CONTACT NINTENDO (0329 822565) FOR INFORMATION

FROG KONG

It's tough being an ape, walking around on your knuckles all day long. Showing its more compassionate side, Rare has placed some alternative modes of transport in the game to save a bit of wear and tear on your paws. Large crates are secreted in certain areas of the game which contain giant animals all too eager to aid you on your quest. Each of these has its own special ability and protects you from harm so long as you're riding (although they scarper after taking one hit and you have to chase and remount them). The three most interesting creatures are the high-jumping frog, baddie-horning rhino and shark-deterring swordfish. There's also an ostrich, who's not pictured because he's got funny legs.

▲ *The shark-deterring swordfish is your main ally in the underwater level...*

▲ *Rare, the team behind DKC, is producing Killer Instinct, the first game for the Ultra 64...*

◀ *This reptile critter may look nasty but is eminently disposable – just bounce off the tyre and onto its head.*

MORE FUN THAN A BARREL OF MONKEYS

Sonic has bumpers, Mario has magic blocks, and Donkey Kong has barrels. Yes, a platform character is nothing without his (or her) environmental props, and DKC has them in abundance. These barrels are capable of propelling your monkey over short distances. Marked ones do this automatically, and plain ones require the player to initiate the launch sequence. This is pretty straightforward, but once the barrels start moving around and you're forced to shoot yourself from one to another at high speeds things get somewhat trickier.

HITS FROM THE KONG

At certain points during the game you're introduced to various other inhabitants of your domain. Some of these just lecture you, such as Cranky the Kong from the original Donkey Kong coin-op, now a wizened pensioner. Others, though, are useful contacts who can do something for you. Funky Kong is probably the one of these you'll get to know best, as his Jumbo Barrel is capable of propelling you form his pad to any saved position you wish to visit, whether to pick up more bonuses or just re-play favourite sections of the game.

The game isn't really set in the Congo. It's set in the Kongo with a K. Eerily, there's a town in Cheshire called Congleton, which is probably where all the characters live in real life.

The aim of the mine section is simple: jump the gaps in the broken track...

Mr hoppy frog is one of the helpers you can enlist by dissing the larger crates.

The music for the underwater sections of the game is filmic and truly beautiful.

Collect as many bananas as possible. A hundred of these soft fruit treats are sufficient fuel to add an extra life to your total.

SECOND OPINION

You really do stop, stare and gawp when playing sections of this game. Donkey Kong Country is a major achievement in terms of 16-bit graphics. And although it might not seem so at first, there's enough variety to keep you going. However this is a game that's been produced with the mass market in mind and, on that score, it was never meant to be overtly taxing. Die-hard game fans may find the playing unoriginal but there's no denying its beauty....

STEVE JAMES

Donkey is better at killing things with his bulk, Diddy is faster and a more proficient jumper.

VERDICT

SNES

This is a phenomenal-looking game, and no mistaking. However strip away the clever graphics and what you've got is a very regular platform game. It's a good one, yes, but you can't help thinking Rare could perhaps have come up with something a bit different. Anyway, that's about the only fault you can pin on DKC, because it's ace. You really really ought to think very hard indeed about buying it if you have even the slightest interest in games.

RAD AUTOMATIC

GRAPHICS	97
SOUND	92
PLAYABILITY	93
VALUE	89

OVERALL

90

ALTERNATIVE

SUPER NES

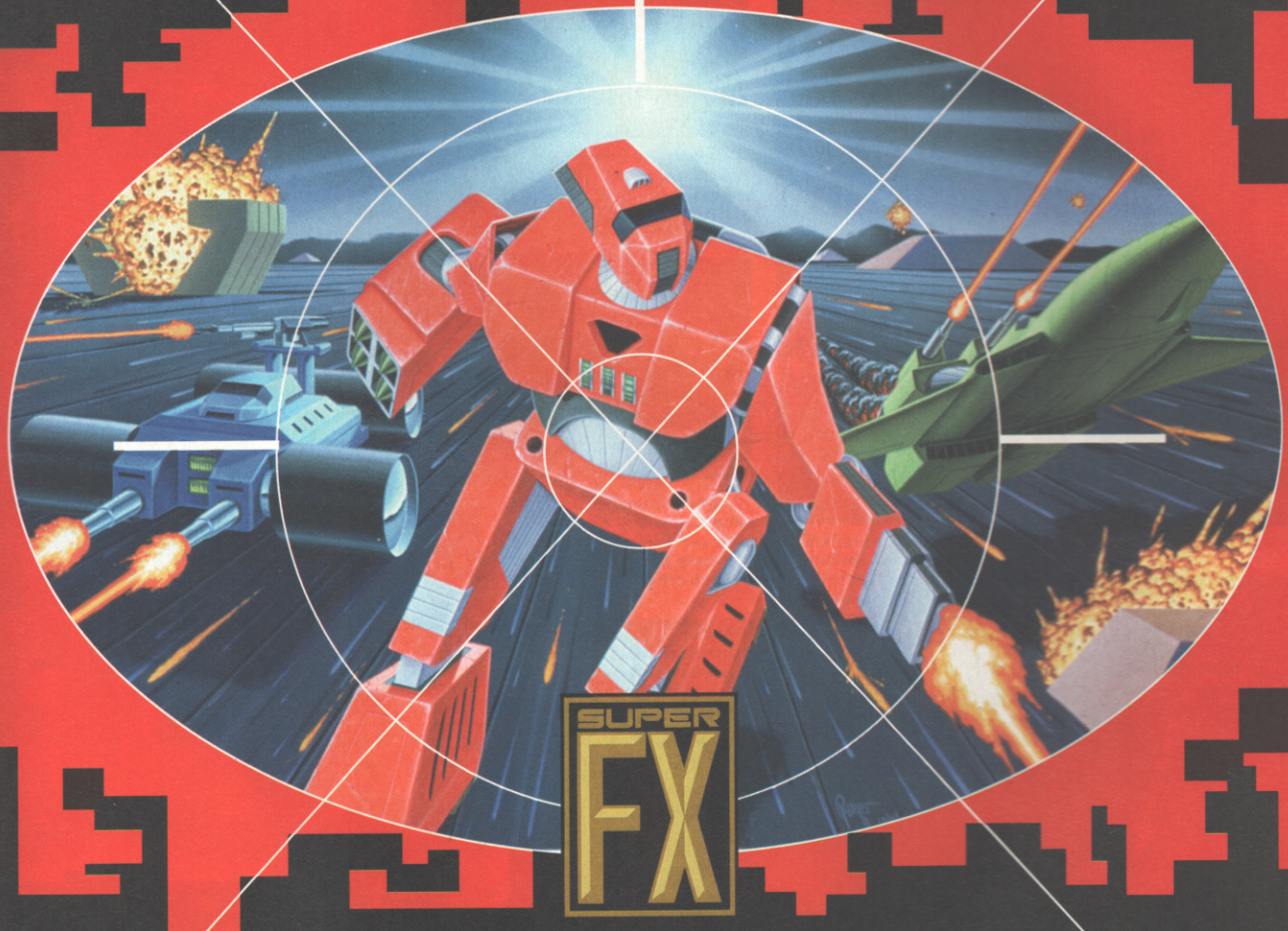
Super Mario 4

Nintendo/free

It comes free with the machine, so you'll already have it, but this is the only title which gives DKC a real run for its money. Get it if you have an import machine.

Not reviewed

VORTEX



A STORM'S COMING

VORTEX - 93%

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SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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■ A1200

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■ No other versions planned

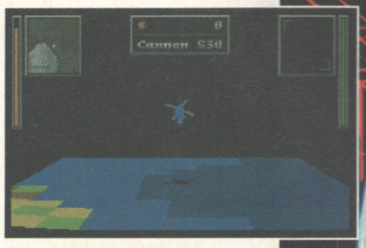
Landing from new boys Binary Asylum is an Amiga blast which casts the player as a hard-nosed mercenary pilot from the 21st century...

By all accounts the future on Earth looks like being more grim than a four-day old bacon sarnie from a motorway caff'. In Zeewolf it's global warming that's become the main problem, and although car fumes and CFCs are part of the cause the main one is the giant and pollution happy Ecliptico corporation.

The good guy is Zenith Research, a smaller corporation that has cracked the secret of more eco–friendly fusion power. The thing is Ecliptico has nicked the plans, but don't worry, there's still hope for green meadows and fluffy bunnies as Zenith has also been working on Zeewolf, a top–spec attack helicopter.

As a highly payed mercenary you take the part of the pilot of a Zeewolf prototype through multiple missions until Ecliptico is beaten. Like Desert Strike on Amiga, missions tend to be broken up into stages. For instance one level requires ground weapons to be taken out before a damaged aircraft is escorted back to base. The player must then return and rescue a crippled aircraft by towing it along Thrust style.

Zeewolf draws inspiration from a host of classic games including Desert Strike, Thrust, Powerdrome, Thunderhawk, Stardust, Sub–Terrania, but it's probably closest to Elite creator David Braben's forgotten classic Virus and can best be described as a tactical shoot–'em–up.



▲ Graphically Zeewolf could benefit from some texture mapping and higher scrolling speed.

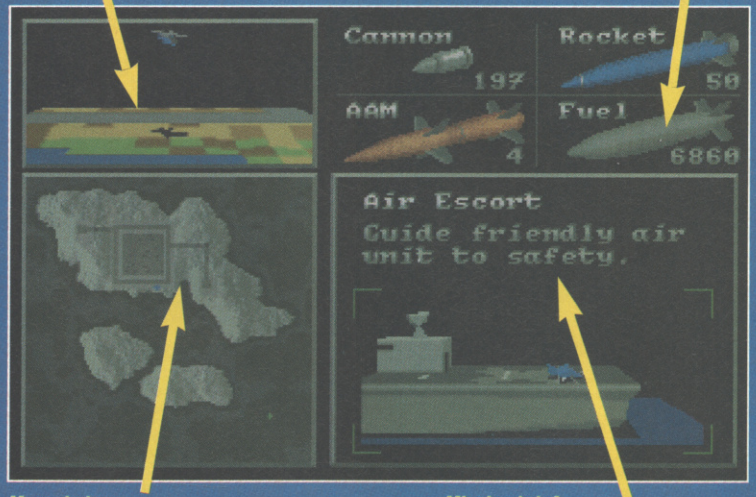
▲ After completing a mission simply find the base ship and land on it. Descend carefully though, it's easy to drop off the side.

zee

WATCH THIS SCREEN

Window Screen
Hit enter and an info screen comes up showing everything needed for you to complete a mission.

Equipment indicators
The numbers beneath these four missiles represent the amount of cannon shells, rockets, AAMs and fuel Zeewolf has left.



Map window
Blue squares are friendlies, red the enemy. The grey and yellow squares represent the baseship. Zeewolf is displayed as a white square.

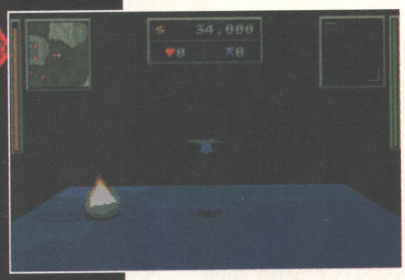
Mission brief
Text points out the mission objective while the picture above gives a visual representation of the objective.

Zeewolf draws from a number of classic games. Here a damaged fighter must be escorted back to its ship. The inertia-heavy control is reminiscent of Thrust. ▶

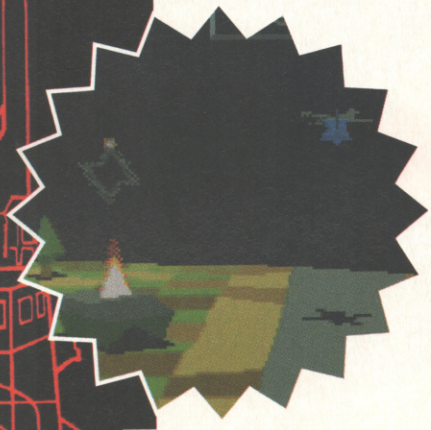
▲ On escort missions it's worth flying ahead to take out ground-based enemies as the friendly craft have a habit of straying into enemy fire otherwise.

● GAME BY BINARY ASYLUM ● CONTACT EMPIRE (081-343 7337) FOR MORE INFORMATION

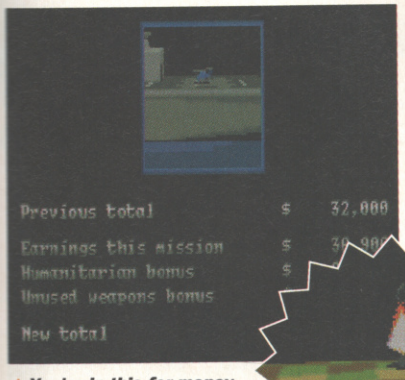
e wolf



▲ *These war ships can be right gets because of the accuracy of their gunfire. Try to take them out on the first pass.*



Check out the stats on the mission debrief screen. ▶



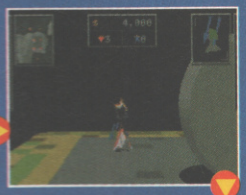
▲ *You're in this for money and there are bonuses to be earned by carrying out objectives outside of the missions such as rescuing extra friendlies.*

▶ *The mission briefing looks very much like the top Mega Drive blaster Sub-Terrania.*

THE DASHING BLADE

Although the graphics aren't that spectacular there's a lot of cool touches.

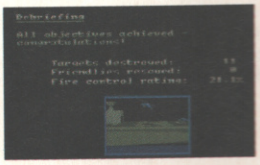
1. Zeewolf itself spins smoothly and is viewable from all angles.



2. Death results in the helicopter falling and smoking before bursting into flames.

3. Strafe the water for a neat splash and ripple effect. Accompanied by realistic FX too.

▲ *Buildings often house friendlies. Shoot at the buildings slightly to free them. Too much fire results in an explosion and the inhabitants' death.*



ALTERNATIVE

MEGA DRIVE

■ Urban Strike

■ EA/£44.99

The third in this classic series is by no means the best but offers enough variety to make it a worthwhile purchase.

■ Issue 156: 82%

VERDICT

A1200

I hated Zeewolf at first because the controls were a pig, once mastered though and the game is more akin to your fave smoked-bacon buttie; the joystick can be dispensed with in favour of precision mouse control. There's an awful lot to do here and the difficulty curve is perfectly set for long term gameplay. Zeewolf's only real fault is that it runs too slowly (especially on a 500), but that won't stop you playing this into the early hours of the morning.

RIK SKEWS

■ GRAPHICS	85
■ SOUND	87
■ PLAYABILITY	89
■ VALUE	90

OVERALL ■

91

SECOND OPINION

You can tell that this game has been put together by a progamming team that knows its games, and has taken all the elements of titles from this genre and honed them to produce a formidable tactical shoot-'em-up. The look of the game is highly stylised and replete with cool graphical touches, like being able to skiff the top of the water, and the sound and FX are equally superlative. If you want a 'copter shoot-'em-up for Amiga then look no further.

GARY LORD

● **TRUE BUT NOT VERY INTERESTING: BINARY ASYLUM WAS SET UP BY EX-COMPUTER GAMES WRITERS**

■ JAGUAR

■ Racing ■ Atari

■ £Unconfirmed ■ Out December

■ No other versions available

■ No other versions planned

JAGUAR

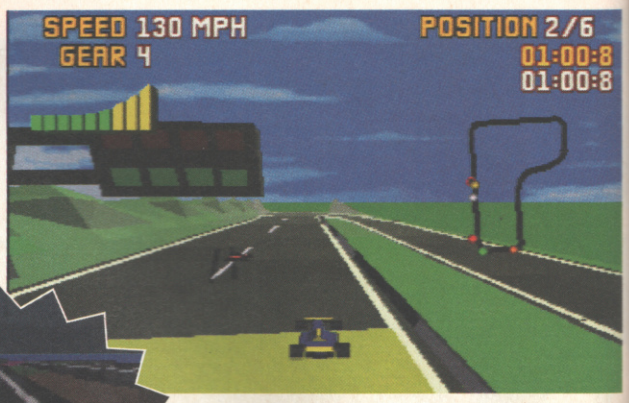
You might think that Checkered Flag is just another Virtua Racing clone, and you'd be right. Because it is.

checkered f

Isn't America incredible? A nation forged in the spirit of democracy by a handful of settlers from all countries. Centuries later it's arguably the greatest power on the planet, and has contributed such wonders as the Remington shaver and TV docudrama to world culture, yet they still can't spell. Look, if you're American and you're reading this, it's *chequered*. With a Q. And whilst we're about it, there's no F in sulphur either. And try putting the U in 'color', fools. Ooh, it makes me so mad...

Anyway, *chequered* Flag is Atari's first foray into the wacky world of polygon racers. You, as a prospective player, are put into the not-exactly spacious seat of a grand prix driver currently entered, uncannily, into a GP.If you're not too hot on competitive sports, the idea of the game is to complete a set number of laps of each course faster than any of the other drivers on the track. Obviously your opponents would quite like to stop you doing this, and use a barrage of dirty tricks to cut you off or cause you to crash – tricks which you yourself are also welcome to employ.

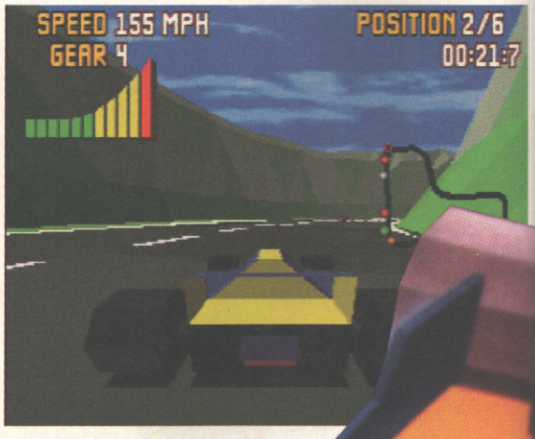
Despite this, the bigest challenge you face has nowt to do with irate wheelsmiths and more to do with the courses you face, and even your own car. Learning to handle your motor, and which one of the six different views suits you best in which circumstances. And this is before you even bother with manual gears.



This is where it all starts. Unlike Virtua Racing you're free to adopt any viewpoint of your choosing before you actually hit the road, so you can begin the race all prepared. ▶

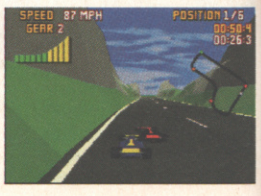
One of the main advantages of the closer views is the impressive graphical scenes such as this. ▶

▲ *This options screen allows you to customise your car before each race, right down to the paint colour. Useful.*



▲ *Oh no, it's a corner. This means lots of joypad-wrestling as you desperately try to keep control of your car.*

▲ *This looks nice, doesn't it? Shame the 3D update is so jerky, because otherwise Checkered Flag would be a very good-looking game.*



SLOWING DOWN FOR THE PITS

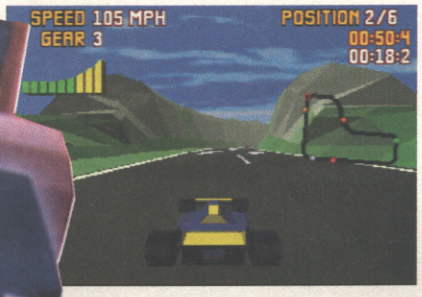
You'll doubtless notice that it's all too easy to prang your wheels on your travels around the circuits of the world. Luckily, though, you have a fully computerised virtual pit crew to help you out in just such situations. Pull into the pit lane as you complete a lap and your mechanics get straight to work, repairing any speed-impairing damage you may have clocked up. Of course, this does cost valuable time in the short term, but over the long run it's always a good idea to hit the pit to deal with any difficulties a good two or three laps before the finish.

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

DON'T FORGET YOUR SOU'WESTER

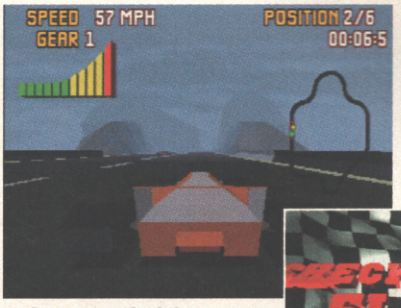
Weather eh? Can't live with it, can't live without it, that's the climate of the world. This very same climate is faithfully reproduced in Checkered Flag (except it doesn't look all sunny at the start of a race and then starts chucking it down when you've set out in a T-shirt with no umbrella, like what happens in real life), which features an array of meteorological conditions and also allows you to equip your car to cope with them. Sunny tracks are fine, although you'll find your travel sweets melt if you leave them on the dashboard, and require no twiddling. Rain is pretty easy to deal with by the simple addition of wet=road tyres which allow you to keep a firm grip around corners. The most potentially hazardous act of God is probably view-obscuring fog, which limits visibility to quite disgraceful proportions. Keep an eye on your speedo and mind that child in the event of mist.

flag



▲ Another tussle takes place for a few vital seconds of time. Although they're not vital because the game's quite easy.

▲ Checkered Flag has all the hallmarks of an excellent game that refused to drive out of the pits.



▼ There'll be a number of race games out on new machines and this on Jag is the first.

▲ As you can doubtless see, the fog is graduated for a more realistic effect.

SECOND OPINION

I wholeheartedly agree with Rad on this one. Checkered Flag had the potential to be a cracking title, but there are just too many things preventing it. The cornering is highly slack and not at all realistic – your vehicle doesn't even handle like you'd imagine a pretend race car to. Yes, it is fairly accomplished technically, but if Sega can knock out a game almost as impressive as this on a machine with a quarter of the power that's really no excuse.

MARK PATTERSON

ALTERNATIVE

32X

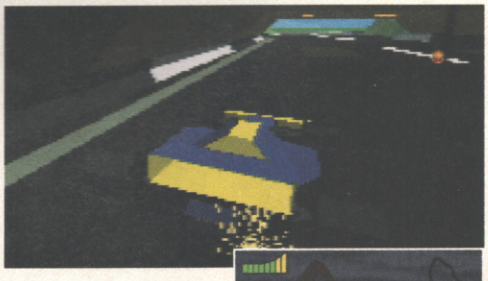
■ Virtua Racing Deluxe

■ Sega/£Unconfirmed

Waiting in the wings to claim the best racer ever crown is this superlative effort from Sega. This is what the next generation consoles are capable of.

■ ISSUE 157: 93%

✶ Attention to detail, that's the ticket. Get a load of that lovely shower of sparks.



The perspective looks great, but makes it very hard to see where you're going. As does the fog. ▶

VERDICT

JAGUAR

Checkered Flag is extremely 'reminiscent' of Sega's classic Virtua Racing, with a couple of notable exceptions. For starters, there's no two-player option, a major oversight when you think that was probably the Mega Drive VR's big selling point. The other big difference is in the handling of the car, which turns very sluggishly. Fair enough, programmers still have to get the hang of the machine, but the Jaguar is capable of much more.

RAD AUTOMATIC

■ GRAPHICS	80
■ SOUND	82
■ PLAYABILITY	74
■ VALUE	71

OVERALL

72

■ A1200

■ Platform ■ Virgin
■ £29.99 ■ Out Now
■ Mega Drive, SNES, NES and Master System versions available
■ No other versions planned

A whole new world or just another run–of–the–mill platformer? We take the latest Disney Amiga licence from Virgin for a magic carpet ride...

As the console owning public get their claws into Virgin's latest Disney licence The Lion King, at long last here's the floppy version of Aladdin, one of last year's most successful console tie–ins, also from Disney and Virgin. This Amiga version is A1200 only and it's obvious why after just a cursory glance at the gorgeous screenshots scattered about the page. An A500 version is unlikely since it would be extensively scaled down but a CD32 version could materialise if the machine's sales pick up.

This version is based on the Mega Drive original, for those unfamiliar with the game this means Aladdin gets a razor sharp sword to dispense baddies with instead of the poncey apples featured in the SNES version. The game plot sticks closely to the film and sees the player take on the evil Jafar over a number of platform-based levels. The apples from the SNES version are present but when collected simply boost the player's score. Other items to watch out for include jewels, which can be used to buy wishes or extra lives in the shop, and the end–of–level fruit machine. Here the player can take a gamble to win Aladdin yet more lives or jewels.

▲ *This end-of-level bonus game is basically a fruit machine sim; keep playing for jewels and lives until Jafar appears.*

It's switch around time because in this level you play as Abu the Monkey. ▶

aladdin

▲ *Here Aladdin jumps on the camel's head who in turn spits something yucky out which kills the guard.*

▲ *Search every level carefully since there's usually a few extra lives dotted about.*

▲ *Use the flying ropes to get to higher parts of the level where plenty of bonuses are tucked away.*

▲ *Here's a toilet tent for men and women in the background... and of course one for genies!*

▲ *Sometimes the only way to progress through the level is to dangle dangerously from these ropes.*

ALTERNATIVE

SNES
■ Earthworm Jim
■ Virgin/£59.99
Polished and humorous platformer based on Global Gladiators game engine also used in Aladdin. Features some of the best graphics yet seen in a 16–bit platformer.
■ Issue 156: 90%

VERDICT

A1200

This is an impressive conversion which retains the original version's charm. The main sprite is the best yet on Amiga. Thing is, the average gameplay has been ported too. There's not a lot of variety and the levels are fairly easy. Maybe I'm being a little hard, though, since it's certainly a polished production and better than the majority of platformers out there. Not for seasoned platform junkies, but ideal Christmas fodder for the younger gamer.

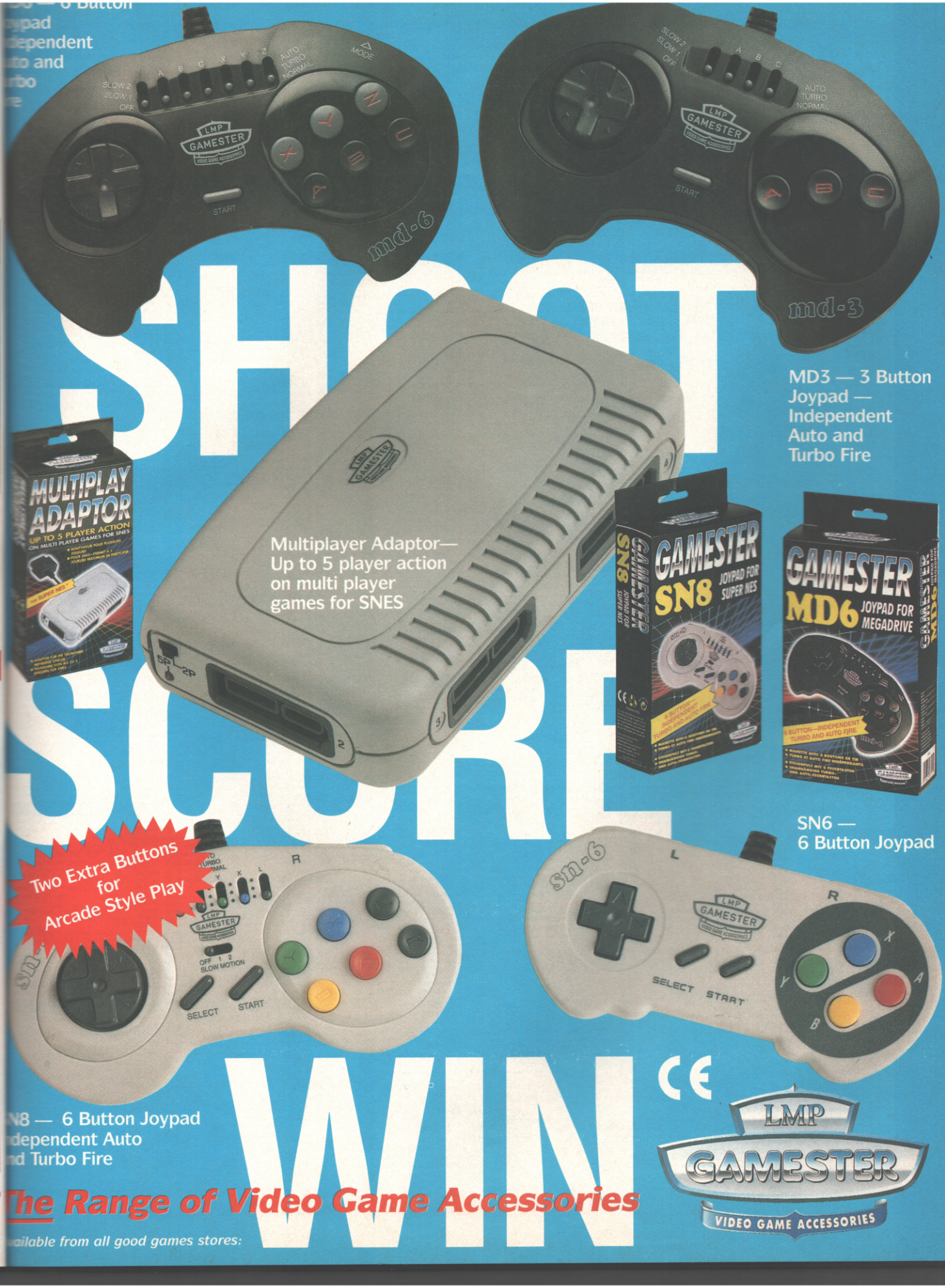
RIK SKEWS

■ GRAPHICS	88
■ SOUND	71
■ PLAYABILITY	79
■ VALUE	78

OVERALL ■

78

● CONTACT VIRGIN (081–960 2255) FOR INFORMATION ● GAME SIZE: THREE DISKS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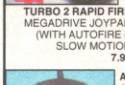

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■ PC CD-ROM
■ Arcade ■ Psygnosis
■ £44.99 ■ Out Now
■ No other versions available
■ Mega-CD and CD32 versions planned

Psygnosis drags you into space with its fast-paced 3D shoot-'em up, Novastorm, but is it a brilliant game or just a Rebel Assault-style cash in? We decide...

novastorm

It was horrible. As mankind slept on his journey towards the stars, the machines he'd constructed to make life easier evolved, grew and eventually became intelligent. Finally, as man settled around a new star, the machines rebelled against their creators, tired of their menial, tiresome existence and desperate for some individual meaning and purpose...

Yes, it's your typical 'machines become sentient and start a war against mankind'-type scenario. Like the Terminator movies, the humans are massively outnumbered and outgunned, but in the greatest traditions of sci-fi heroism, one lone pilot, in a state-of-the-art Scavenger 4 fighter craft, is going to attempt to penetrate the mechanoid defences and save mankind from total extinction. No, there's no prizes for guessing who the pilot is.

Novastorm is a 3D shoot-'em up and like Rebel Assault, your starfighter travels along a preset path, leaving you to manoeuvre around the screen blasting anything that looks vaguely alien. As you can see, the pre-rendered backgrounds look absolutely gorgeous, and together with the pounding soundtrack and the finger-straining action, Novastorm is without doubt one of the best shoot-'em ups on the PC.

▲ The Scavenger 4 craft screams across a volcanic landscape. Your shield is represented by the bar top-left, while your power-ups are indicated below.

One unique feature is the fact that if you travel too close to the edge of the screen, you'll hit the ground and deplete your shields.▼

▲ Like the games R-Type and Project X, if you collect these spinning tokens you can access various power-ups, including double shots, drones and wingmen.

▲ The intro sequence is a mixture of impressive Silicon Graphics-rendered animation and this military bloke, who narrates the story of mankind's downfall.

THE GUARDIANS...

1. At the end of a level you encounter a big, end-of-level guy. The best way to get rid of him is to shoot the satellite's exposed midriff.

2. The second guardian is a horribly beweaponed gunnery post. The small display on the right of the screen shows just how much energy the current target has.

3. Bad guy number three is a toughie. You've got to dodge the ship and shoot the big, dinosaur behind it. Fail, and the creature will crush you in its jaws.

ALTERNATIVE

MEGA-CD
■ Rebel Assault
■ Lucasarts/£49.99
The FMV is grainy and not up to the PC's standard, but if you're a sucker for a Star Wars licence (and who isn't?) then this fly-'em and shoot-'em-up isn't bad at all.
■ ISSUE 154: 70%

VERDICT

A1200
I loved Stardust on the Amiga, so I guess I'm a little biased right from the outset. My only problem with it was that it was a little slow to play at times. This new AGA version is everything I could have asked for, though. It looks absolutely incredible, with the most realistic looking rolling boulders ever seen, and the game is just fiendishly addictive. If I have one complaint, it's that it's a smidgen too hard for the average player, but that just keeps you at it!
GARY LORD

■ GRAPHICS	91
■ SOUND	93
■ PLAYABILITY	90
■ VALUE	85

OVERALL ■ **87**

● GAME BY PSYGNOSIS. ● CONTACT PSYGNOSIS (051-709 5755) FOR INFORMATION.

MEGA DRIVE

Platform ■ **Konami**

£49.99 ■ **Out Now**

No other versions available

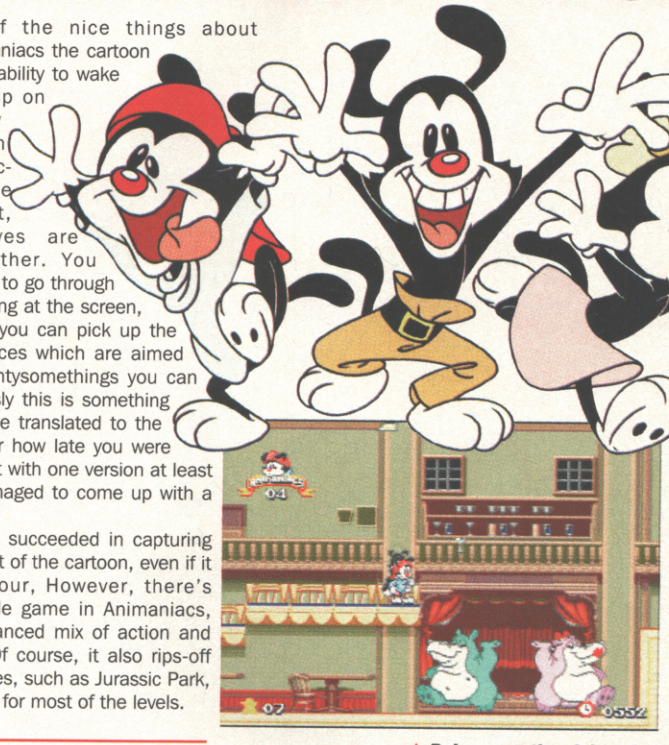
SNES version planned

Cartoons have come a fair way since Betty Boo, and with the helping hands of Spielberg behind it, perhaps Animaniacs is a little too clever for its own good...

animaniacs

One of the nice things about Animaniacs the cartoon is its ability to wake you up on a Saturday morning when you've got no recollection of the previous night, and your eyes are gummed together. You don't even need to go through the pain of looking at the screen, just so long as you can pick up the obscure references which are aimed squarely at twentysomethings you can enjoy it. Obviously this is something which couldn't be translated to the game, no matter how late you were up on Friday. But with one version at least Konami has managed to come up with a winning game.

Konami has succeeded in capturing much of the spirit of the cartoon, even if it lacks the humour, However, there's decently playable game in Animaniacs, thanks to a balanced mix of action and puzzle solving. Of course, it also rips-off well-known movies, such as Jurassic Park, to provide fodder for most of the levels.



▲ *Balance on the pink and blue hippos' heads to reach the platform. It's tricky, but the only way through this nasty situation....*

▲ *You can dive straight into one of four levels at the start of the game, which is useful if a stage proves too difficult.*

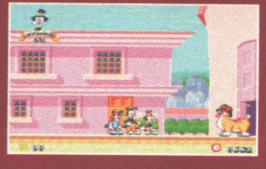
▲ *Beer, in a cartoon? Wicked. This is what we want. And while you're at it a packet of scratchings too, bartender.*

▲ *He's fat, got a bad temper and was probably kicked out of the army. Thus Keith felt inadequate and went on to lead a fruitful life as a security guard.*

WARNER'S WACKY WORLD

What sets the Mega Drive version of Animaniacs apart from its SNES cousin is the novel way it combines puzzle solving with traditional platform action. Here are a few of the hazards you'll encounter.

1. The apple tops up energy, but there's a dog in the way trying to prevent the baby being involved in any fatalities.



2. In this case you need to get this dog out of the way. You can either hit him with a rubber ball, bash its skull in with a hammer or snog it.

3. A lot of the Animaniacs' enemies are ripped straight out of big name movies, and obviously aren't happy with it.

VERDICT

MEGA DRIVE

It's not even worth bothering to argue the case for the Mega Drive version being better than the SNES – it's simply light years ahead. The balance between puzzle solving and action is spot on. Although the problems aren't taxing, they help lift Animaniacs out of the realm of average platform games. The graphics are well animated, but exceedingly small. But on the whole this is a very well presented and exceedingly playable platformer.

MARK PATTERSON

GRAPHICS	80
SOUND	76
PLAYABILITY	90
VALUE	89

OVERALL

89

ALTERNATIVE

SNES/MEGA DRIVE

- Mickey Mania
- Sony
- £44.99 MD
- £59.99 SNES

If cartoon-based platform games are your kind of thing, this is one of the best around at the moment. Well presented, and very playable.

Issue 156:

SNES 88% MD 90%

● CONTACT KONAMI (0895 853000) FOR INFORMATION

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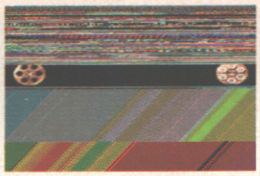
MEGA DRIVE/MEGA-CD

Shooting ■ Konami
Mega Drive £44.99/Mega-CD £39.99 ■ Out December
■ Super NES version available
■ No other versions planned

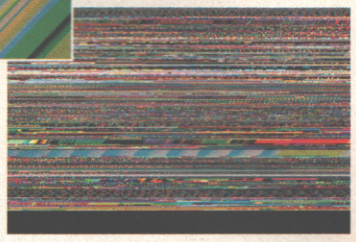
"Hey, you lookin' at me? You lookin' at me?" "Actually, no, I was looking at the ridiculous pink plastic light gun you're brandishing, old chap." Yes, first-person shoot 'em ups are back for the Winter season.



▲ The six-shooter chamber at the bottom of the screen shows how many rounds remain in your gun. Shoot off screen (or press the C button on your joypad) to reload.

Sexual equality ▶ arrived a couple of hundred years earlier for Wild West villains, and as such you're forced to shoot a number of women.

◀ Here our hero has availed himself of a gattling gun, which is most useful for shooting people into lots of little tiny bits.



lethal enforcers 2

There is a Country & Western 'great' called Coward of the County which contains the chorus "Promise me son/Not to do the things I done/Just walk away from trouble if you can/It don't mean you're weak/If you just turn the other cheek/Son, you don't have to fight to be a man.Now, correct me if I'm wrong, but this is a Country & Western ditty, direct descendant of rootin', and to all intents and purposes, tootin' cowboys-'round-the-fireside singalongs, and yet it's about a big soft jessie who won't even indulge in a playful spot of face-beating with his pardners. There's only one thing to do with his sort, if you ask us. Shoot them. Shoot them all. And, by an almighty coincidence, here comes a game which allows you to do just that. Well, not quite, but if you've a twisted enough imagination you could always pretend the massed ranks of armed robbers and such like encountered in this Old Western environ are in fact fully paid-up members of the Scaredy Society, although we would by no means advocate such behaviour.

Lethal Enforcers 2, like its predecessor, is a pretty simple game. Digitised opponents appear from behind the scenery, lob a challenge or insult your way and commence firing them irons. In the meantime you (and a friend if you so wish) use your joypad-controlled cursor or Konami own-brand Justifier light gun (sold separately) to pop their be-spurred clogs. However, with you representing the law and all, you also have to watch out for innocent civilians and allies who also sometimes appear. Needless to say, filling them full of holes does not look good on your record and loses you vital energy. And friends, if they've got any sense.

▲ Some boys named Sioux show their colours, although their sampled speech is undeniably Texan, strangely enough.

▲ Each level is set in a vastly different location, from relatively easy static places like banks to fast-moving trains, which are much harder to cover.

ANNIE GET YOUR GUN

Along your travels you're sometimes able to pick up extra weaponry (by shooting it, natch). Most of these guns are able to hold more ammo than your regular six-shooter, and also do more damage. Certain weapons, such as the rifle, are also reloadable, which means you can keep hold of your ace new toy until you bite a bullet, as opposed to the regular shells limit.

VERDICT

A1200

Light phaser games stand or fall on their presentation. The First Enforcers was like an episode of Starsky and Hutch and worked well, whereas Bodycount looked very computerised and didn't. Luckily, Lethal 2 is strangely hilarious, with plenty of roots and toots and "I'll get you, varmints. Of course, there isn't much to it – no in-depth gameplay here. Those looking for a challenging and diverting two-player blastola, however, could certainly do worse than this.

RADION AUTOMATIC

■ GRAPHICS	88
■ SOUND	91
■ PLAYABILITY	86
■ VALUE	80

OVERALL ■

81

ALTERNATIVE

SNES
■ Yoshi's Safari
■ Nintendo/£39.99
Dire and ridiculously easy arm-breaker with the old SNES drainpipe the only saving grace of which was that it allowed you to shoot Yoshi in the back of the head. Frequently.
■ Issue 142: 58%

● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR INFORMATION

SNES

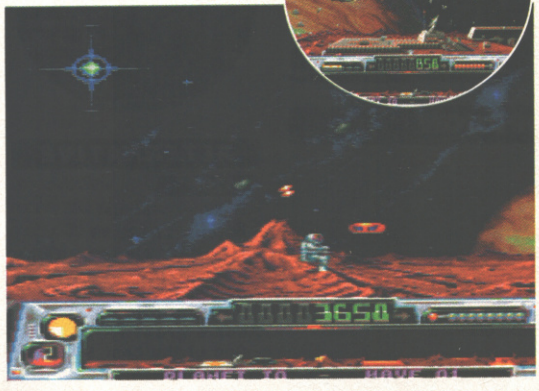
■ Shoot-'em-up ■ Psygnosis
■ £44.99 ■ Out November
■ No other versions available
■ No other versions planned

super drop zone

Nostalgia ain't what it used to be, well Archer Maclean doesn't seem to agree as he gets Psygnosis to release a 'Super' version of one of his classics...

You know there's nothing worse than going to the cinema and sitting next to some bloke who's read the book prior to the film and keeps telling his girlfriend that the movie 'isn't as good as the book', continually. Well, whilst playing Super Drop Zone I've had a whole horde of peeps trudging past making similar remarks along the lines of 'I remember this on the C64'. And for those of you who weren't here's what it's all about...

Alien attack waves are thwarting your attempts to rescue your men at the designated drop zone, you scroll horizontally (Defender style) and at the bottom of the screen is a scaled-down version of the level so that you can see where your men, incoming aliens, power-ups attack craft and end-of-level guardians are, and is a vital tool in your gameplaying plan.



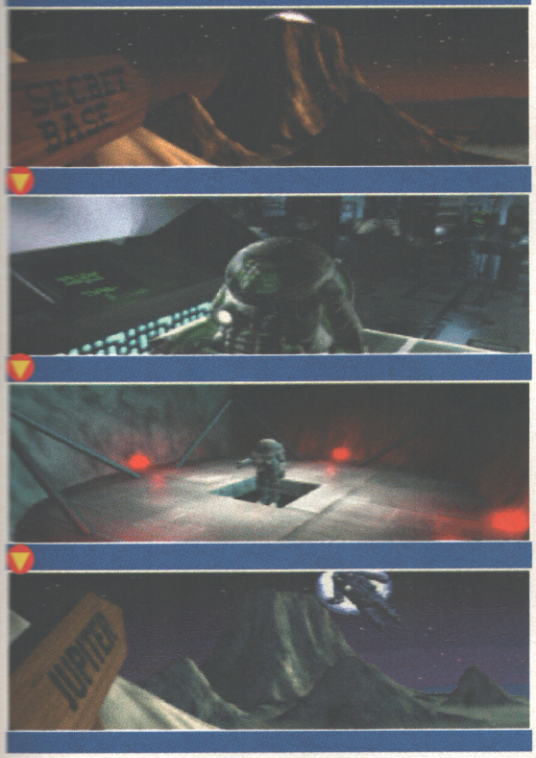
The digitised voice overs are atmospheric and they warn you of 'incoming MFIs' (the red blob), well that's what it sounds like anyway. This gives you time to activate your shield or to get in position so that you can blow the MFI into as many pieces as their furniture comes in.

No, I'm afraid Scotty's not beaming you up, but that would be an easy way out though, wouldn't it?

Place your firepower just right and don't forget to pick up those bonus coins.

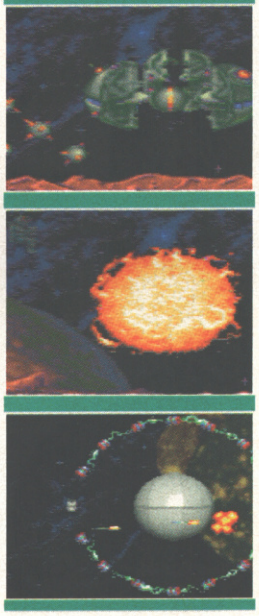
ACCESS ALL ZONES

Just to set the scene Archer has included a wee FMV intro for your delectation.



WHO'S BOSS?

Harking back to the days when end-of-level bosses were end-of-level bosses, here's a few of them for your edification...



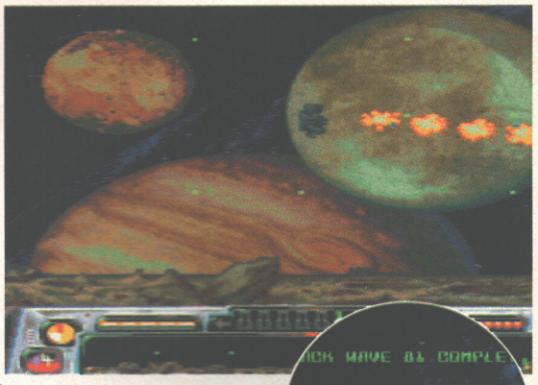
◀ *This game is all about high scores, and to get them you're going to have to get plenty of bonuses and avoid getting got by those reet evil end of levellers.*

SECOND OPINION

Dropzone is one of my all-time fave games and it's good to see that Archer has stuck to the original format. The few additions are welcome – bar one. On the C64 Dropezone cost £9.99, and now you're being asked to fork out £35 more? It's a tough decision for a game which doesn't offer the same kind of variety as the likes of Starwing. Get it if you love it, but you could buy the original, complete with machine second hand for the same price.

MARK PATTERSON

Scroll along the screen and collect your little pods (men) and get them to the Drop Zone before the green and red Smarties get you. There are even some blue Smarties too.



▲ *In combat, and indeed Drop Zone, it's not about what weapon you have, it's how you use it.*

▲ *The levels are samey, with a token effort like snow to make a difference.*

ALTERNATIVE

A1200

- Super Stardust
- Team 17/£29.99

Another classic game given a Nineties shine it, and believe us this looks absolutely incredible with some great FX to boot. One of the best SEU's for the Amiga.

- ISSUE 156: 89%

OTHER VERSIONS

Although the bottom radar is tricky to try and work out on a small screen, this is simple game that makes fine shoot-'em-up fodder on the handhelds. V good on the Game Boy

GAME BOY
- ISSUE 138 ●93%

GAME GEAR
- ISSUE 153 ●76%

VERDICT

SNES

Here we have a game which was loved by all when it first came out thanks to its addictive and enjoyable brand of fast and frenetic gameplay. But has it been enhanced enough to justify a Nineties re-release? Well, there's a lot of new feature, but despite them you can't help thinking 'Is this enough?' Games have moved on, even shoot-'em-ups. You will enjoy Super Drop Zone, but there aren't enough features to make it a 'must have'.

GARY LORD

GRAPHICS	88
SOUND	81
PLAYABILITY	89
VALUE	79

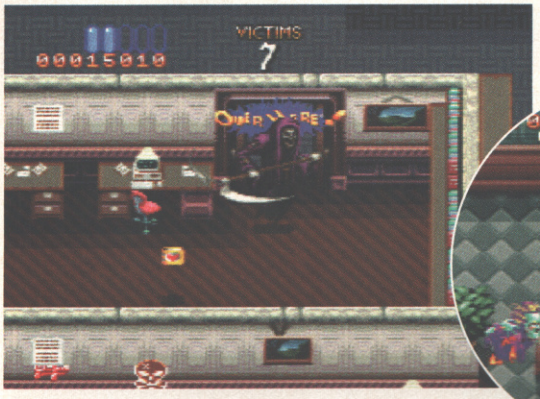
OVERALL

80

■ SNES

■ Shoot-'em-up ■ Virgin
■ £Unconfirmed ■ Out November
■ No other versions available
■ Mega Drive version planned

It's the Invasion of the Neighbourhood Snatchers, ie Zombies Ate My Neighbours 2, and to stop those flesh-eating carnivores you've got to join the Ghoul Patrol...



Drink the red potion and your character turns into the Grim Reaper. In this mode you can smash through doors without keys and kill anything. You float around so you can't jump over objects.

▲ *After you defeat the boss you get to meet all the people you've rescued. Collect all the people again to move on to the next world.*

Can you remember what you were doing this time last year? Chances are that if you'd bought a new SNES game then you were playing the rather divine Zombies Ate My Neighbours, and were embroiled in the exploits of Zeke and Julie as they tried to aid their neighbours' predicament. Well one year on and it's time for the sequel – Ghoul Patrol. Once again you control Zeke or Julie (or both in two-player mode) as they try and fight through maze after maze of scenery desperately in search of the few citizens who have not yet been zombified.

Unlike the original Zombies game, Zeke and Julie can now skid into opponents as a form of attack, and SOS message bubbles have been included which float into the screen providing the player with a rough idea of where the next person to rescue is located.

Power-ups are abundant from go-faster shoes to some heavy artillery, but in the main, a selection of keys need to be found to access new parts of the screen. Advance further, and it's the combination of bigger mazes together with the quest for keys that makes the going tough.

▲ *The boss takes some beating so it's actually worth losing a life to get a fully loaded bazooka for the job.*

▲ *With the Bazooka you can play it safe buy blasting opponents from behind walls.*

▼ *As you progress you'll find items of the scenery being more useful. As shown here, you can bounce around on the sofas avoiding the nasties.*

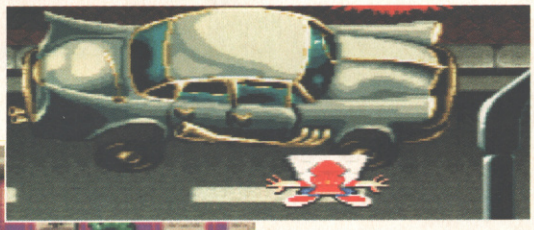
ghoul

● GAME BY LUCASARTS ● CONTACT VIRGIN (081-960 2255) FOR MORE INFORMATION ● CART SIZE: 8 MEGS

This nasty bald chap has the power to pass through solid objects in pursuit of you. Kill him as soon as you see him. ▼

▲ You can play as male or female characters, but neither offers an advantage over the other. The girl is better animated though.

The road is a dangerous place. Learn the patterns of drivers to avoid getting hit. ▶



◀ You can't always identify an opponent: these plants rest docile until you pass near them, at which point they give chase!

SECOND OPINION

Zombies was one of those games that I became more and more attached to the more and more I played it. I don't see that happening with Ghoul Patrol though, since it seems to be more of the same, but with a couple of major faults – these being the rather sprawling and empty levels. On the plus side it's a fun game when played with a friend, and the audiovisuals retain the B-movie kitsch of the original. If you're a complete Zombie head this is worth having but if you don't own the original I'd buy that first.

RIK SKEWS

patrol

GET A GRIP

You can carry as many power-ups as you can find in this game. Each weapon has limited ammunition, but you don't collect more ammo – just the whole new weapon.

Your bow and arrow isn't very effective since it only fires one shot at a time.

The bazooka is a great weapon but uses up ammo fast. Best used for blasting over walls.

With the cannon you can kill efficiently at close range, but it has a limited reach.

Using the homing cannon you can afford to run and shoot instead of fighting on the spot.

This is probably your best weapon. It is fast and powerful, and has unlimited range.

ALTERNATIVE

MEGA DRIVE

- Zombies
- Konami/£44.99

It's the game on which Ghoul Patrol is based. Zombies is identical in gameplay but more fun because the levels are more compact and busy.

- ISSUE 144: 88%

VERDICT

SNES

Remember the ancient Gauntlet coin-op? It was a crackingly good maze-based shoot-'em-up, and Zombies and Ghoul Patrol are both based on that game engine. The main difference between the latter two though is that Ghoul Patrol has more weapons and a sliding leg sweep manoeuvre. Like the first game in the series GP creates a humorously sick sick atmosphere, but it is not significantly different to Zombies to warrant a second purchase.

DENIZ AHMET

GRAPHICS	81
SOUND	78
PLAYABILITY	82
VALUE	84

OVERALL

81

CD32

Sports ■ Team 17
£14.99 ■ Out Now
Amiga version available
No other versions planned

arcade pool

Heavy drinkers – why waste your time going to the pub to play pool when you can snuggle up with a six pack and Team 17's latest?

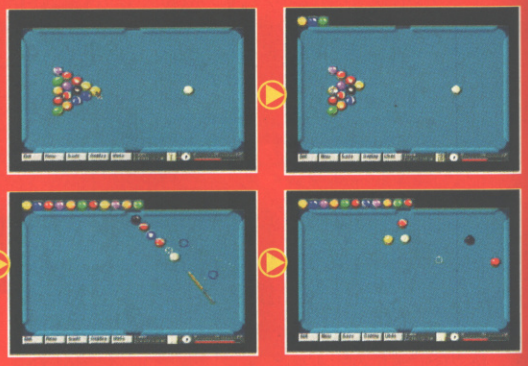
Here at CVG, we like a game of pool. Give us a couple of glasses of weak lemonade and that's it – we all reckon we're expert hustlers and start foolishly challenging hard-looking strangers. However, our long nights of being severely beaten up look set to end thanks to those plucky homeboys at Team 17, who have been and gone and programmed this here home pool title, with real-live digitised pub soundtracks.

Arcade Pool, as the title suggests, eschews the majority of simulation aspects in favour of a fast-paced hit-and-run style of play. Taking a shot is as simple as positioning a cursor designating your chosen point of impact and hitting the shot button. The only concession to any sort of trickery is a tracer showing the approximate path of the cue ball post-shot.

This may sound a little disappointing for die-hard moustache-wearing pool players, but take heart, for the Team has considerately thought to include just about every version of the rules going, from good old Tommy UK eight-ball to good old Yankee US eight-ball. You can also set up a number of trick shots if you're one of those ridiculous bores who gets a kick out of that kind of rubbish. Just think, you'll be able to show all your friends and everything. Hooray.

TAKE A DIVE INTO POOL

If you don't have much of a social life you'll probably be glad to hear that Arcade Pool features a trick shot option. Simply set up the balls as you want them, remove any surplus orbs and take your shot. A great way to numb your poor associates.

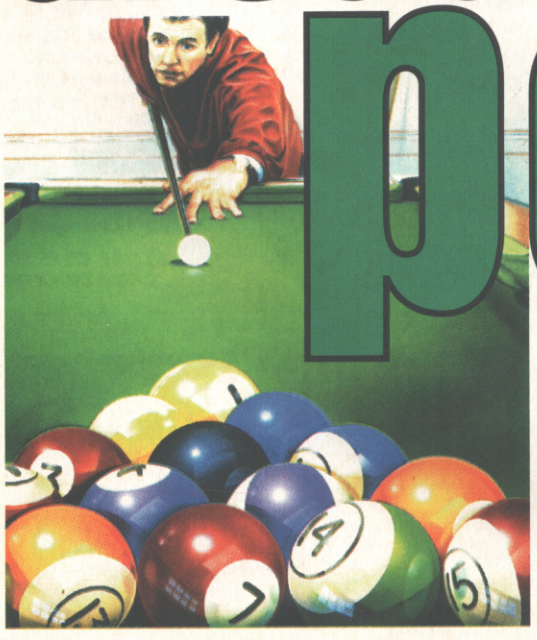


▲ *Should you mess up, this handy foul message details exactly what you did wrong. As if you didn't know.*

Trainspotting pool aficionados will love this – it's an American-stylee blue baize table, available at the touch of a button for saddos. ▼

◀ *The dotted line receding from the ball path shows the angle the cue ball should roll off after impact.*

▲ *What these pictures can't convey is the amazing non-interactive, not-at-all-game related pub noises in the background. Shame.*



▲ *This stat screen details your performance, current ranking and an assessment of your game.*

VERDICT

CD32

The trouble with pool games is that while the sport itself is a good waste of 50p, there isn't enough to it to justify a computer conversion. This version may have a million different rules set-ups, but at the end of the day there isn't an enormous strategy element, and all the actual skill required to take a shot has been totally removed. As a result you're left with a sparse and unexciting piece of software. Not even one for pool aficionados.

RADION AUTOMATIC

GRAPHICS	51
SOUND	70
PLAYABILITY	63
VALUE	78

OVERALL

69

ALTERNATIVE

PC

Archer Maclean's Pool
Virgin/£35.99

Surpassed only by the brilliant Jimmy White's Snooker (from the same man), this is a highly commended simulation of the popular bar sport.

Issue 142: 89%

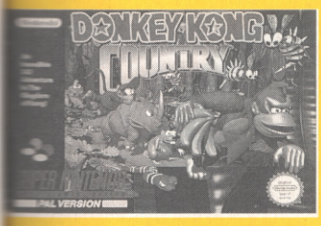
● GAME BY TEAM 17 ● CONTACT TEAM 17 (0924 385903) FOR INFORMATION

all the top releases

the games people play this christmas

all the top offers

97% Nintendo Magazine System



for snes. donkey kong country

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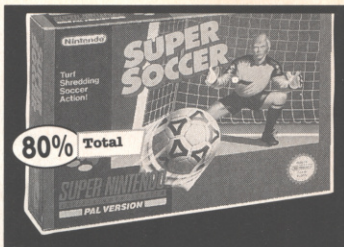


super soccer

for snes. ~~£39.99~~

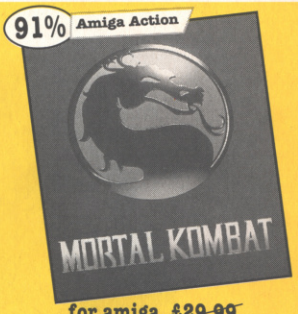
£19.99

95% PC Gamer

for pc. man. rec. price: ~~£49.99~~ £39.99

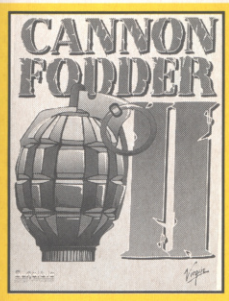
for cd rom. man. rec. price: ~~£54.99~~ £44.99

91% Amiga Action



for amiga. ~~£29.99~~

£9.99



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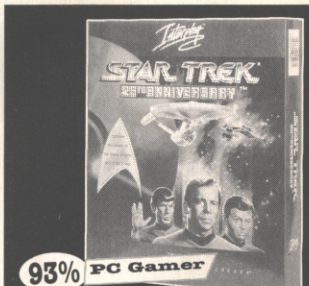
for megadrive. ~~£34.99~~

£19.99



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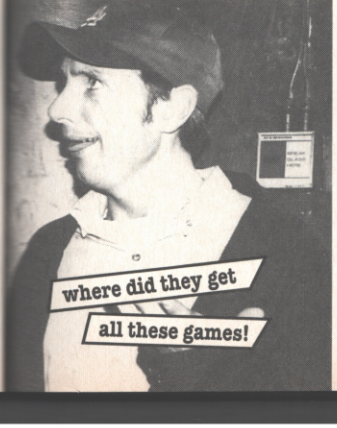
£14.99



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For more information about this game, call or write to Nintendo UK Entertainmen

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MEGA DRIVE

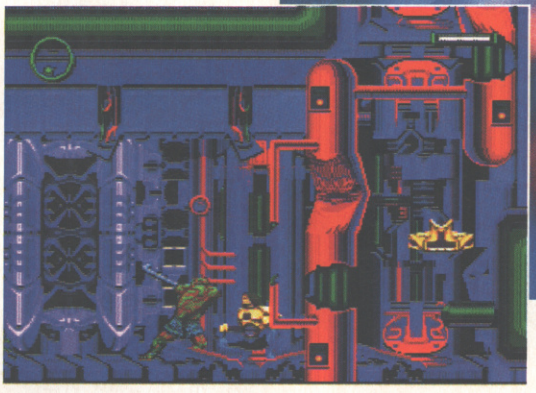
Adventure/platform ■ Time Warner
£39.99 ■ Out November
No other versions available
No other versions planned

generations lost

Strange names, a strange land, full of strangers in fact, but not-so-strange-looking gameplay and graphics, in fact it all looks rather familiar...

Herein Generations Lost we have what is quite a complex and mysterious plot, it's a sort of mother earth meets sci-fi meets fantasy adventure affair. The problem with Gens Lost having such a convoluted story though, is that it is not presented in such a way as to evoke your interest – the intro consists of still screens and wads of on-screen text. Punters are getting fussy these days, and they expect flash intros to get them in the mood.

What of the game, though? Well the basis of the gameplay is exploratory – you search through intricate and huge platform levels, where the emphasis is on cunning and guile rather than fast and frenetic Sonic-style dashing about. To aid the quest there are, littered around the levels, various accoutrements: keys, shields, invisibility suits that enable Monobe (that's you that is), the chosen one, to cross each of the six different sectors of the country and eventually save the day (and the night of course). And yes, it does look, more than a bit like Flashback now, doesn't it.



The levels do get more varied and colourful, but it's basically the same gameplay style all the way through.

▲ *Dotted around the levels are various weapons and tools that will aid your plight.*

▲ *This is part of the intro to Generations Lost, if you manage to sit through it all without pressing the Start button you get your Perseverance Badge from Akela.*

▲ *The best way to get round the platforms is to use your Erod, a sort of energy sword. The quickest way round though is to jump in one of these power lifts.*

SHOW ME THE WAY TO GO

You're gonna have to exercise those memory banks to remember what spikes to avoid, which arrows to dodge and when to make those death-defying jumps. Timing is everything, as being admitted to the casualty department with a spike up your bum is very embarrassing.

VERDICT

MEGA DRIVE

At first look, Generations Lost will remind you of Flashback, and certainly the game is not a million miles away from it. Like the latter, Time Warner's latest release is a taxing affair, but unfortunately it's also downright frustrating. This is because the main sprite is often awkard to control and one slight deviation from the chosen path and it's game over. The light sabre is an ingenious device but that is about the only ingenuity used in creating this game.

GARY LORD

GRAPHICS	74
SOUND	72
PLAYABILITY	75
VALUE	79

OVERALL

79

ALTERNATIVE

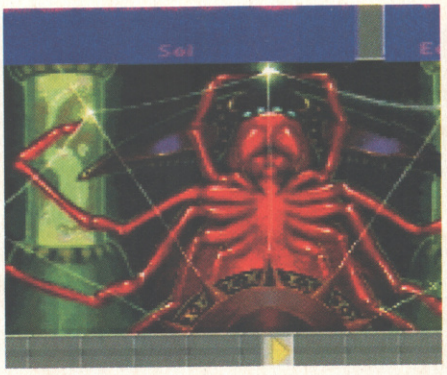
3DO
Another world
Delphine/£49.99
Polygon-styled sprites, rotoscoped animation with stunning backgrounds and an excellent soundtrack as well, the only drawback is that there's not much of a challenge to the game.
Issue 150: 90%

● GAME BY TIME WARNER ● CONTACT TIME WARNER (0604 602800) FOR INFORMATION

■ 3DO

■ Crystal Dynamics
■ £54.99 ■ Out Now
■ Mega Drive and PC versions available
■ No other versions planned

star



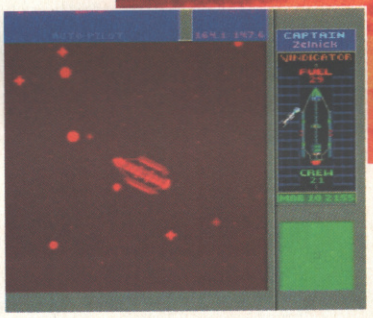
Your first encounter with alien life will probably be with the Ilwrath. These spider-like creatures are normally dangerous, but to break you in gently, their invisibility cloak is disabled in the early stages.

Don't judge a book by its cover, or a 3DO game by its graphics...

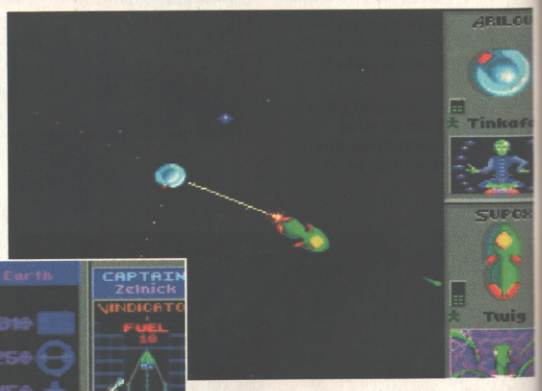
If we judged things solely by the way they looked, we'd probably be playing frisbee with the Star Control CD instead of shoving it in our 3DO. But having played the original Star Control several years ago, and squandering weeks on the Mega Drive version, we were duly prepared.

Star Control 2's gameplay is a curious mix of strategy, role playing and shoot-'em-up, with graphics you'd hardly call state-of-the-art. But it plays amazingly well. The biggest draw, as with the first game, is the two-player head-to-head shoot-'em-up mode. Each person selects ten ships from the 30-odd in the game and basically has to trounce their mate. What makes it fun is that each ship is completely unique, with its own weapons, looks and handling capabilities.

Backing up the two-player mode is a superbly plotted adventure game which introduces you to the inhabitants of our particularly spindly arm of the galaxies, then lets you kill them with all the neat ships you've press-ganged into service. That, raiding planets, puzzle solving and being able to hold a decent, persuasive conversation without pointing guns or drenching the recipient in spit are other essential skills. It's deep, but not so taxing that you end up drowning in brainwork without getting your quota of alien elimination in between.



▲ The autopilot takes over on long journeys, letting you put your feet up on the wheel and chomp on a taco.



▲ Just because a ship's small, doesn't mean it's useless. The skiff is fast, agile, comes with a homing laser and can teleport out of trouble. But it usually explodes after taking a direct hit so it's a bit crap in that respect.

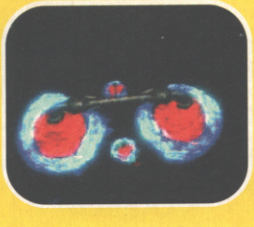
KNOW YOUR ENEMY, WE DO

CHMMR AVATAR
Totally deadly, looks good, has neat weapons.
Hardness quotient: ★★★★★

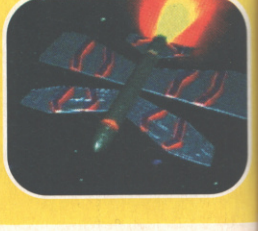
DRUUGE MAULER
A long gun, but size isn't everything. This is slow and easy to kill.
Hardness quotient: ★★

MENORME TRADER
Big, grey, slow and hard. Totally useless against fast ships.
Hardness quotient: ★★★

SLYLANDRO PROBE
Go on, admit it, you think this looks like a novelty telephone. Just try killing it.
Hardness quotient: ★★★★



PKUNK FURY
The only annoying thing about this ship is the way it gets reincarnated.
Hardness quotient: ★★★

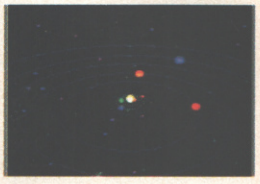


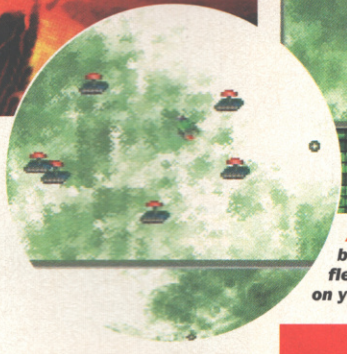
● GAME BY CRYSTAL DYNAMICS ● CONTACT CRYSTAL DYNAMICS ON (071-973 9911) FOR INFORMATION

control 2

SC2's weak point, quite clearly, is its in-game graphics. Navigating between planets, for example, gives you a potentially lethal mid-Eighties flash-back.

Starbases are like intergalactic Shell shops – providing fuel, food, fluffy dice and thermonuclear weaponry.





A good chunk of the game involves exploring planets for minerals, alien artifacts and the aliens themselves.

These were the bad guys in the first Star Control game, but now they've been overtaken by a new, even deadlier race.

The first mission takes you to Earth's moon. You build yourself up to take on the might of an alien fleet, only to find they've wandered off, leaving you all on your lonesome.

SECOND OPINION

As much as I like this game, why didn't Crystal Dynamics make better use of the 3DO's capabilities? It's loaded with CD sound, which is fair enough, and the zoom feature is used well, but that's about it. Some of the graphics are totally unforgivable by today's standards. However, the gameplay makes up for many of the shortcomings, although the adventure section does tend to leave you a little lost, so you end up taking the easy way out by turning to the help section in the back – which defeats the object of playing the game to some extent. Still, it's really fun to play and that two-player mode is just fantastic.

STEVE JAMES

VERDICT

3DO

Star Control 2 is a game you play for the wrong reasons. The RPG element, which the programmers spent the most time and effort on, is overshadowed by the two-player fight-to-the-death section. It was the strongest element on other formats, and is the best thing about this version. For friend deficient gamers, though, the RPG game is massive and v. playable. But for us shallow and aggressive types, you can't beat a bit of head-to-head blasting.

MARK PATTERSON

GRAPHICS	61
SOUND	79
PLAYABILITY	83
VALUE	80

OVERALL

81

ORZ NEMESIS
All the looks of a jammed nutcracker, and about the power of one too.
Hardness quotient: ★★

SUPOX BLADE
If this ship was any good at all, it wouldn't be green, right?
Hardness quotient: ★

THRADDESH TORCH
Small, fast and capable of blasting flame from its engine.
Hardness quotient ★★★★

KOHR-AH MARAUDER
It looks mean and it is. The toughest ship yet.
Hardness quotient
★★★★★

ZARFOT STINGER
Get your mate to choose this lump. Then beat him in seconds.
Hardness quotient Zip

■ MEGA DRIVE ■ SNES ■ GAME BOY

■ Puzzler ■ Psygnosis

■ MD£44.99 SNES£59.99 GB£29.99 ■ Out November

■ PC and Amiga versions available

■ Game Gear version planned

lemmings 2

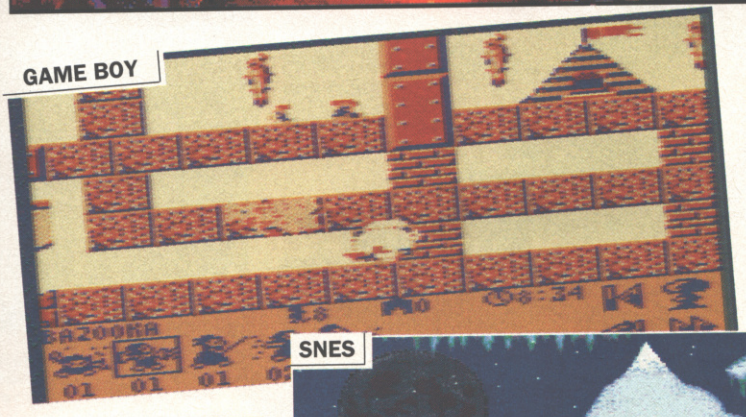
Smile and the world smiles with you, jump off a cliff and you jump off a cliff alone... you soft in the head, green-haired, bog-eyed git!

The Lemmings are back on Super NES, Mega Drive and Game Boy – with more levels, lemmings and ways to kick the bucket! Just in case you've been in a cupboard with a bag on your bonce for the past decade the aim of the game is to prevent the scatty creatures plunging to their doom by getting them to perform certain tasks in a puzzle environment until they reach safety at the end of each level. Lemmings 2: The Tribes features 12 tribes of lemmings, and each tribe owns a piece of talisman which must be reunited to fend off some impending disaster. The game has 120 levels and there are now more than 50 lemming skills of six types — ground moving, building, shooting (whoopee — look at that bazooka go!), wind skills, movement and miscellaneous. Some are similar to the first game but many like jetpack lemming are all new.

The flying lemmings are fab and can be directed with the new fan icon. Some skills are permanent and some can be changed and there are also combination lemmings. For example, a stone thrower lemming will lob a rock much further if he used to be a runner lemming. Another big difference is that rather than having to rescue a certain number, you can move on to the next level having saved just a single lemm'. However, for this you'd only receive a bronze medal and the game isn't truly finished until you collect gold medals from every level. It would appear then, that rather than just an old revamp, Psygnosis have tried for a genuine sequel.

MEGA DRIVE

GAME BOY



SNES

GAME BOY

▲ The SNES version has little accoutrements that the Mega Drive lacks, like falling snow on these Arctic levels.

◀ Here's your menu screen and you can pick which lemms you want to help you toss the caber on the Highland level.

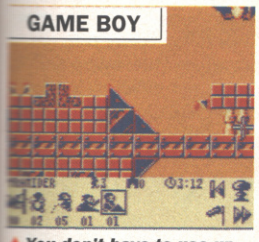
● GAME BY PSYGNOSIS ● CONTACT PSYGNOSIS (051 709 5755) FOR INFORMATION

SNES

▲ *Far more efficient than a basher, Lemmings 2 has a flame thrower lemming who burns his way through.*

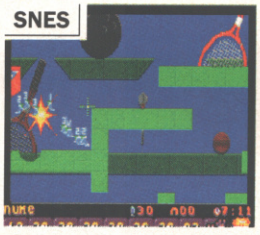
MEGA DRIVE

GAME BOY



▲ *You don't have to use up all your lemmings, but what the hell, if they're there then exploit them that's what I say.*

SNES

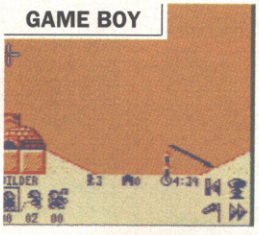


▲ *If one of your little muckers get in the way then just Nukle him out of the way.*

MEGA DRIVE

▲ *One new skill the lemms have acquired is the ability to ice skate. Lemmings and ice skates, a lethal combination.*

GAME BOY



▼ *The Super Lemmings are an all new attraction and has our hero donning a cape and pants outside its tights; unfortunately here I'm clicked on the wrong icon.*

MEGA DRIVE

VERDICT

SNES

On the looks front, Super NES Lemmings 2 is top of the heap — everything just appears bigger and bolder and the SNES' capabilities has enabled the programmers to really tart it up with some groovy parallax laid on. There are only 40 lemmings per tribe but this doesn't detract from the enjoyment of the game and the whole thing is better presented than the original. Not really a massive improvement on the original, but a sound game nonetheless.

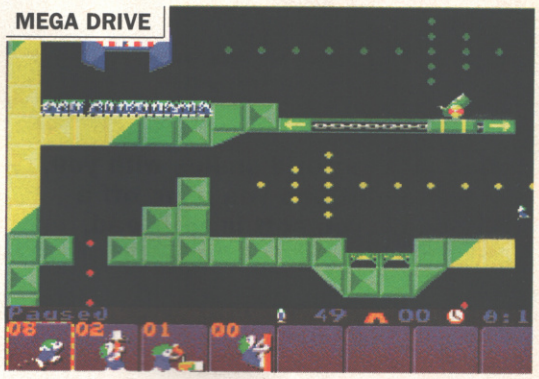
GARY LORD

GRAPHICS	89
SOUND	82
PLAYABILITY	84
VALUE	85

OVERALL

84

MEGA DRIVE



▲ *One of the great features of the game — to stop complete frustration — is that if you're having problems with say, pole-vaulting, you can go out of the main game, go into Practice mode and perfect the move and then go back to the same stage you were at in the main game.*

VERDICT

GAME BOY

Lemmings 2: The Tribes has transferred well to Game Boy — it's a really good platform for it. Most of the features of the 16-Bit versions have been transported over and although the level layouts are slightly different in places the speed and depth of gameplay remains consistent. If you're desperate for another Lemmings fix it's a good value buy with the tons of tricky levels, but it hasn't been improved enough to make it a must buy.

MARK PATTERSON

GRAPHICS	82
SOUND	81
PLAYABILITY	83
VALUE	84

OVERALL

83

▲ *Just like the last game when you're feeling bloody minded just click on the Nuke 'Em icon.*

VERDICT

MEGA DRIVE

In Lemmings 2 Psygnosis has come up with a genuine sequel: there's a different way of completing the game; there's loads of backgrounds; heaps of new lemming skills and combination lemmings. Unfortunately, it just ain't as much fun. Too many choices of skills make it confusing and there's no two-player option. There have been dozens of Lemmings clones since the original — none of which really came up to the mark — and sadly, neither does this.

GARY LORD

GRAPHICS	85
SOUND	81
PLAYABILITY	76
VALUE	84

OVERALL

79

ALTERNATIVE

GAME GEAR
MEGA DRIVE
- SS Lucifer
- Codemasters
- £27.99/39.99

If you enjoy Lemmings-style puzzlers, but fancy a different theme to the suicidal ones then try this. Basically you have to rescue the inhabitants of a sinking ship!

- Issue 150: 74%/73%

ADVERTISING PROMOTION

WH SMITH

HOT GAME OF THE MONTH

"The next game you should buy features tiny, crude graphics that are almost impossible to control. Yes, Micro Machines 2 is utterly brilliant! It plays like the original, only with more vehicles, tougher tracks and plenty of new play modes - and it comes on a J-cart, so you can have a four player game without buying any extra kit. I've got a feeling that in ten years' time games-players will be harping on about how great games like this were back in the good old days....."

Mark Patterson

94% COMPUTER AND VIDEO GAMES

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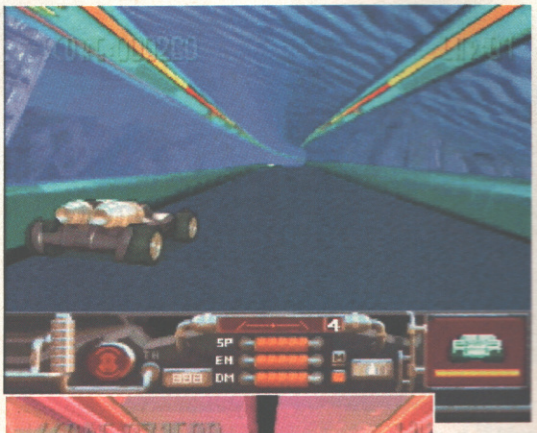
■ 3DO
■ Mindscape
■ £39.99
■ Mega-CD and PC CD-ROM versions available
■ No other versions planned

megarace

It's the future. Of course. It's a game show where you get to kill your opponents. But only one person should die ... Lance Boyle...

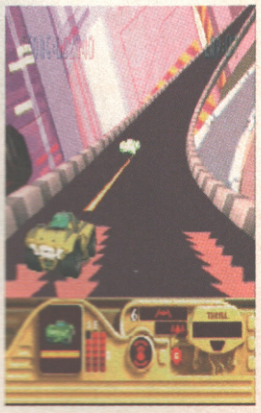
Lance Boyle. Lance Bloody Big Git more like. After a totally derivative, but nonetheless impressive, rendered intro you get to meet this futuristic game show's host, the aforemetioned Boyle, in what must be the most elongated, sci-fi preamble to a game we've had since Microcosm. Boyle is painful, unfortunately he's meant to be painfully funny, but instead he's about as humorous as a Jim Davidson adult pantomime, and he crops up frequently throughout the game in all his FMV glory, but each time the desire to by-pass his comments is just too tempting.

The game comprises you racing along various hi-tech race courses: New San Fran and a futuristic Atlantis look-ielikey to name but two, where the object is to dispose of gangs of street racers who will try and drive you into the wall, or shoot you and blow you to Kingdom Come. Various power-ups and obstacles litter the race tracks which vary from the quite nice to the quite boring, and that is more or less it.



◀ *Here you have a clear run, but should an opponent get in the way your are totally within your rights to bow him to Kingdom Come.*

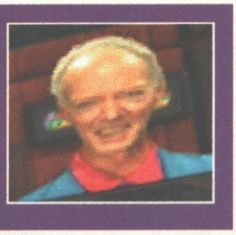
◀ *The tracks don't seem to vary enough, and most of them are these rather girly pastel shades.*



▲ *It takes a while to work out which power-ups are beneficial and which will rip your tyres to shreds.*

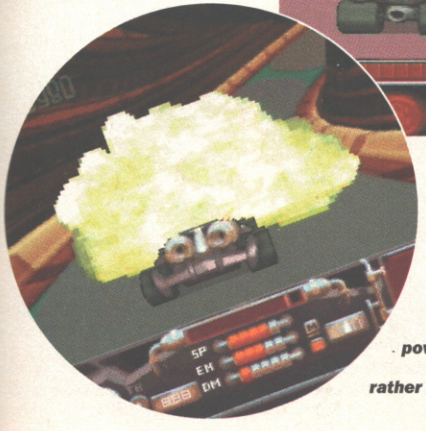
BLADE RUNNER 2

Well no not exactly, but the animator and programmers who rendered this formidable intro most defintiely have seen Ridley Scott's cyber-punk film. The 3D modelled peeps are particularly cool.

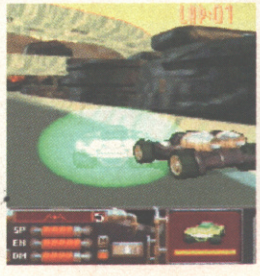


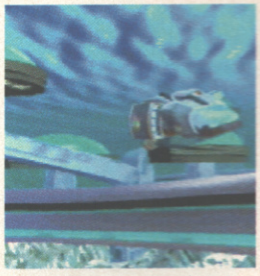
That's your car (bottom left), I know it looks like a Hoover attachment, but that's how cars will look in the future. ▶

▼ *You do glean a certain amount of pleasure from disposing of your opponents as the explosion FX are pretty good.*



Drive ▶ *over the appropriate power-ups and you'll get a rather nifty defensive shield.*





▲ *Before each race there's you get a bird's-eye view of the track. This is Underwater world, of course.*

OTHER VERSIONS

I think the PC version was overrated. The Mega-CD has fewer colours and the control system is too sensitive against the speed of the scrolling, but not bad for a Mega-CD game.

PC CD-ROM
● ISSUE 150 ● 91%

MEGA-CD
● ISSUE 155 ● 75%

VERDICT

Megarace really labours the wacky game show element, but it's just an excuse for piles of FMV. If you want to see a game where this does work, is funny and original, take a look at Twisted on 3DO. Megarace is just an uninspiring racing game; and once you get the hang of your vehicle (they're all very samey) and blowing up your opponents (and there's only ever one other opponent on screen), that's it. The sound is averagely dull and the disc access is C64 slow.

GARY LORD

■ GRAPHICS	74
■ SOUND	60
■ PLAYABILITY	62
■ VALUE	69

OVERALL ■

72

● CONTACT MINDSCAPE **(0444 246333) FOR INFORMATION**

■ MEGA DRIVE ■ SNES
■ Football ■ Virgin
■ £Unconfirmed ■ Out Now
■ Amiga version available
■ No other versions planned

dino dini's SOCCER

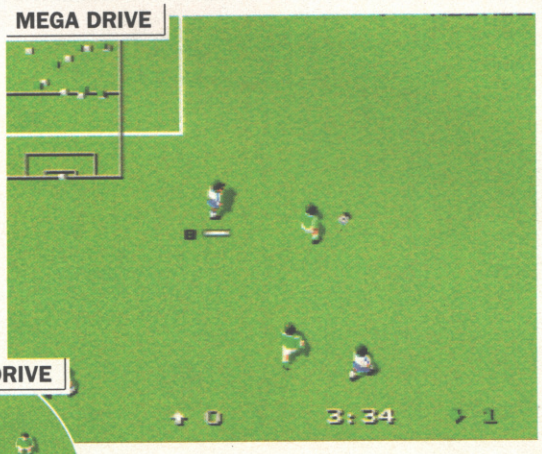
He brought us Kick Off, he brought us Goal!, now the man with a name like an Italian bistro marks his return to console form...

If you know anything about the history of computer games, you'll know that nearly every football game that's appeared in the last four years owes its existence to Dino Dini – the man who created Kick Off. Although it was riddled with bugs, and had a mysterious ball boy who appeared from nowhere, it was still a fine game which ate up many a games journalist's working day.

Then, in true football style, only without the carrier bag of cash at Tipton service station, Dino transferred from Anco to Virgin, where he created Kick Off-beater Goal!, and now its enhanced version – which is what we have here.

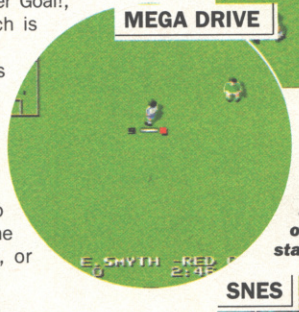
The key feature of Dino Dini's Soccer is its wealth of options; team editing, a variety of pitch surfaces, leagues, tournaments, competitions and cups are all there, and your alterations can be saved in battery-backed RAM. The in-game viewpoint is also notable and can be played by either the traditional top-down à la Kick Off 2, or side-on, similar to Kick Off 3.

MEGA DRIVE



▲ Each player has an energy bar which drifts down as the match progresses from tackles and from simply becoming tired

MEGA DRIVE



◀ There are numerous refs, each of whom have varying degrees of tolerance. This one obviously doesn't stand for much.

SNES

▲ The dodgy menu screens from the Amiga version have, thankfully, been replaced with something much smarter.

SNES

▲ It may look like this player's taking a leak while the ref's not watching, but what he's actually doing is trying to place the ball with this handing ball-flight guide.

SOCCER HISTORY: THE HALF-TIME HIGHLIGHTS

International Soccer
Commodore 64
Lego-style graphics, shallow gameplay, and one of the only C64 games to come on a cartridge. Brilliant in its own way, and for many years one of the best football games around.

Super Soccer
Spectrum
Had the dubious honour of being the only football game where players died. Each had their own energy bar, which depleted through tackles. At the end of a 90-minute match only the goalies were left standing.

Peter Shilton's Handball Maradona
Spectrum
Inspired by Diego's first 'goal' against England in the 1986 World Cup quarter final, it only gets its entry in the history of gaming because of the name.

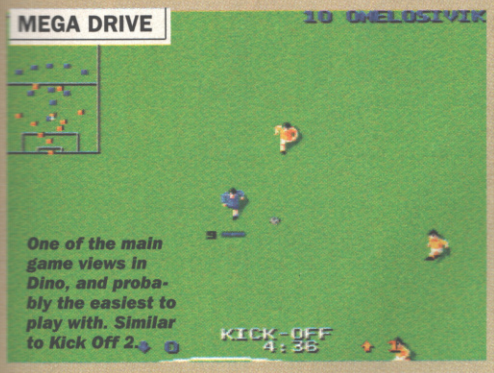
World Cup Carnival
Spectrum/C64
There has to be a worst of something in everything, and this is the worst football game in the history of everything. It cost a tenner (which was pretty hefty for the time), came with a free poster, and for some reason sold really well.

● CONTACT VIRGIN (081-960 2255) FOR INFORMATION

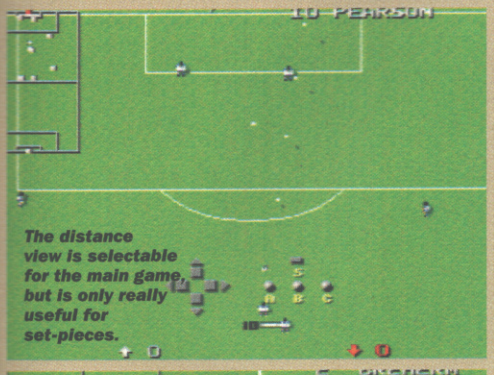
GOALDEN SHOTS

Playing Dino Dini's Soccer is made easier by the various camera positions adopted at different times in the game.

MEGA DRIVE



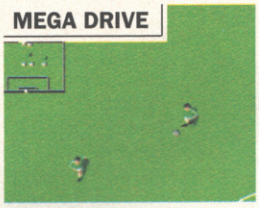
One of the main game views in Dino, and probably the easiest to play with. Similar to Kick Off 2.



The distance view is selectable for the main game, but is only really useful for set-pieces.

The other main game view. Quite difficult to get used to. Like the perspective used in Kick Off 3.

MEGA DRIVE



▲ Tactics are easily changed mid-game by simply holding the C button down and moving the joypad.

MEGA DRIVE

▲ Take part in every competition imaginable – including the World Cup. The qualifying matches are optional and can be skipped through.

SNES

▲ Like many footy games, real footballers don't feature, just their clone-brothers. Arsenal's unfortunately named goalie comes off even worse here.

VERDICT

MEGA DRIVE

Goal! was unfortunate in that it came out around the same time as Sensible Soccer, and most people bought that instead. A shame, really, because it was an excellent game and so is this conversion. The control system is a little frustrating at first, but a few hours' practice is soon rewarded with Pele-level skills. The wealth of options add depth and while it's not as good as Sensi it compares well with FIFA Soccer and puts the SNES version of Soccer to shame.

RIK SKEWS

GRAPHICS	78
SOUND	67
PLAYABILITY	87
VALUE	86

OVERALL

85

SNES

▲ While not a disaster by any means, the SNES version of DD Soccer isn't a fluid as it should of been.

OTHER VERSIONS

GOAL! An outstanding footy game still ranks as one of the best on the machine. Not quite as good as Sensi though, but the best alternative.

AMIGA
● ISSUE 139 ● 93%

VERDICT

SNES

This version wasn't programmed by Dino, and you can tell. I don't know what kind of input he had in SNES Soccer, but I'm sure he can't be entirely happy with the results. It's not that it's a bad game, it's just that it lacks the pace, fluid gameplay and the precise control system of the other version. Mega Drive Dino notwithstanding this version is still not a happy bunny as far as footy games go. Not a disaster, but certainly not up to Premiership standards.

MARK PATTERSON

GRAPHICS	72
SOUND	70
PLAYABILITY	75
VALUE	80

OVERALL

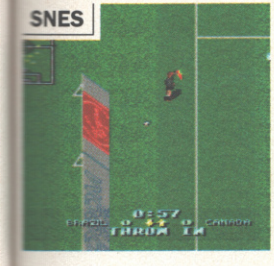
77

SECOND OPINION

I think Rik is allowing his devotion to Sensi cloud his thinking. True, the SNES version is a bit lame, but the Mega Drive title is the best game of its kind. It takes a lot of getting used to the controls, but once you know what you're doing it's possible to pull off a limitless array of moves and employ genuine real-life tactics. Everyone probably has their soccer title by now, but if you haven't, Dino Dini's Soccer is the one footie game you should go for.

RAD

SNES



▲ There's a full set of officials who'd, on a normal day, make plenty of bad decisions. But unlike real life they never make mistakes. Perhaps the FA could introduce Cyborg Phillip Don's for future Premiership games...

MEGA DRIVE

▲ Some players are so crap they fall over with the merest knock from a player!

SNES

▲ Scoring is what you're out to do, defending is also vital. As Alan Hanson says 'You don't win matches by letting in goals'.

● THE TWO VIEW MODES, FOUR KITS AND COLOUR COMBINATIONS EQUATE TO OVER 12,000 DIFFERENT SPRITES!

DRAGON

THE BRUCE LEE STORY

Enter the world of Dragon. A place where the martial arts legend Bruce Lee lived for 32 troublesome years. A place where you will encounter a multitude of the smartest and fiercest opponents ever seen in a beat-'em-up. At your disposal is a devastating array of over 35 different moves. You **WILL** need them...

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- Many secret special moves to discover.
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DRAGON THE MOVIE

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UNIVERSAL

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GAME GEAR

SEGA Master System

MEGA DRIVE

Virgin

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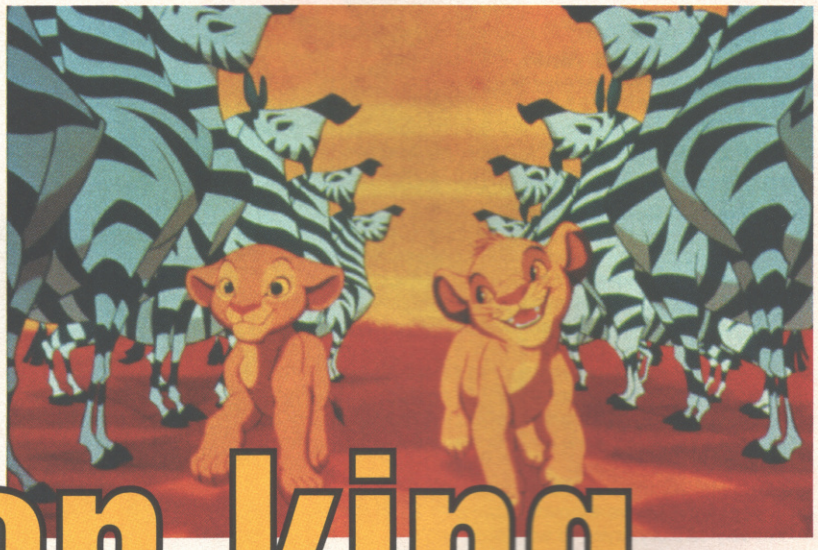
MEGA DRIVE

Platform ■ Virgin
£unconfirmed ■ Out Now
SNES, Game Boy, Game Gear, NES and Master System versions soon to be released
No other versions planned

It's already one of the most successful films of all time. So is the latest 24–Meg Virgin/Disney blockbuster the undisputed king of the jungle?

Few companies can claim to have Disney's track record. Just about everything it touches tends to turn into a squillion dollar business. Its most recent game licences have been handled by Virgin, with the platformers Aladdin and The Jungle Book proving that it is possible to marry a great licence with engrossing gameplay.



the lion king

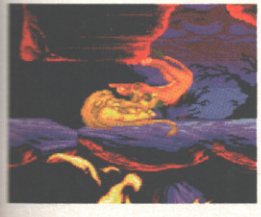
The Lion King uses a similar platform engine to the above and casts the player as feline hero Simba, first as a cute youngster and later as he returns from the wilderness as a fully fledged lion. Coding duties here have been handled by Virgin stalwarts Westwood Studios, best known for Dune 2 and Young Merlin.

Ten levels must be crossed in the game as Simba battles to regain his kingdom against the evil Scar. As usual in platformers, baddies are dispensed by a simple jump on their heads, but the claw slashing skill Simba acquires after turning into an adult can also be used.

◀ *The brilliant between-the-level animations taken from the movie also feature some of the best ever speech I've heard on Mega Drive.*

BONUS BITZ

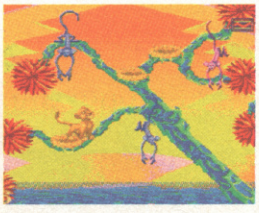
Bonus levels are featured throughout the game. They add to the variety as the player controls film characters other than Simba. Bonus levels are featured throughout the game and these include Pumba, a muir cat, and Timon the warthog.



▲ *Although the graphics are of a high standard many are spoilt by garish colour schemes.*

The animation is brilliant, particularly on Simba. Here he's trying to climb back onto the platform Prince of Persia style. ▼

▼ *Even level two is tough: here the monkeys have to be roared at in the right order so they will throw Samba further into the level.*



▲ *On the back of the Ostrich Simba has to avoid low branches and jump over creatures.*

▲ *The Lion King is tough and the Elephant graveyard is one of the more difficult levels.*

ALTERNATIVE

SNES
Earthworm Jim
Virgin/£59.99
Unbelievable graphics from Dave Perry and Shiny Entertainment coupled with humour and plenty of original touches. Destined to be a platform classic.
Issue 156: 88%

VERDICT

MEGA DRIVE

Considering the pedigree of Virgin's previous Disney licences I was surprised to find Lion King disappointing. There's no doubting the quality of the animation, but the backgrounds feature a rather gaudy palette. The major problem is the gameplay though, which is far too difficult thanks to a ropey collision detection. A shame really, because I can see something similar to the excellent Mickey Mania lurking under the surface frustration. Stick with The Jungle Book.

RIK SKEWS

GRAPHICS	85
SOUND	88
PLAYABILITY	80
VALUE	81

OVERALL

79

● GAME BY WESTWOOD STUDIOS ● CONTACT VIRGIN (081–960 2255) FOR INFORMATION

AMIGA

Arcade Soccer ■ Black Legend
£29.99 ■ Out Now
No other versions available
CD32 version planned

football glory

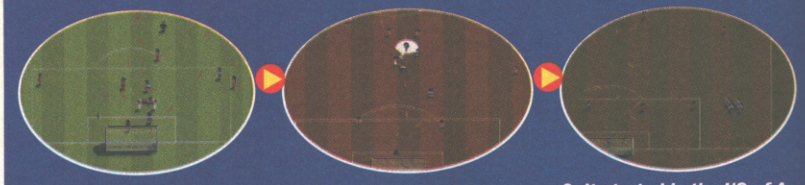
Could Black Legend's new Croatian arm have come up with the ultimate in arcade soccer games?

For far too long, Sensible Soccer has ruled the roost when it comes to Amiga soccer games. Taking a trend started by Sensible years ago with MicroProse Soccer, which was then refined by Dino Dini and his Kick Off series, Sensi came out with a football game so smooth and playable, that everyone assumed it just couldn't be beaten. There was no way you could make the scrolling any smoother, the players any smaller, the animation any more convincing or the game any more enjoyable to play. Or could you?

Croteam, as they are called, seem to think you can. They've examined Sensible Soccer very carefully, trying to work out what it is exactly that makes the game as playable as it is. Then they've taken that formula, and added a whole bunch of stuff that just hasn't been seen before. It all sounds like a flawless plan, but the proof of the pudding, as always, is in the playing of the game.

CUTESY CRAZY

Croteam have spent most of their time thinking up fun things for players to do, or so it seems.



1. If you seriously injure a player, and the stretchers have to be brought on. These two guys will examine the twitching player, shake their heads, then throw him on to the table.

2. If you disagree with the ref, you have the chance to argue with him, but the chances are nine times out of ten you'll lose. OK, that's a bit of a lie. Actually it's ten times out of ten.

3. It started in the US of A, and now they do it here. Whenever a goal is scored, the players will perform a little dance, or slap hands, or do backflips, or just do what comes to mind!

▲ *Whenever a sliding tackle is badly performed, the medic is brought on to look the player over, and what a cute guy he is.*

▲ *The ref almost never misses a trick, and dishes out yellow cards at the first sign of trouble.*

▲ *Sliding tackles are all well and good, but they are a very bad idea in the middle of the penalty box.*

▲ *In this game, it's never too wet to go out and play, as this extremely muddy pitch shows.*

NEW MOVES

Football Glory features a whole host of new moves and tactics. Feast your eyes on these...

1. The sliding tackles are just as lethal as ever, but these ones gouge huge pieces of turf from the ground.

2. The keeper can now leave the box to run for the ball, but can't pick it up, obviously. Unfortunately, he can also be fouled and sent off!

3. If you have a sliding tackle unleashed at you, then a quick wiggle with the joystick allows you to jump over the attacker!

COMING SOON

CD32
■ Black Legend
This should be more or less the same as the A1200 version, which is no bad thing, with all the same cute animations and smooth gameplay, although the audio should be even better. Stay tuned.
■ EXPECTED RELEASE: JANUARY '95

VERDICT

AMIGA

Many people will compare this with Sensible, but get past the initial level, however, and you start noticing a lot of differences. This game has a lot more character, with loads of cute little animations, and the sound is a real improvement. The extra moves are a lot of fun, but hard to master; be prepared to put quite in a few hours in practice mode. On the bottom line, this is different enough to Sensi, although whether you think it's any better is a matter of taste.

TONY DILLON

■ GRAPHICS	88
■ SOUND	84
■ PLAYABILITY	91
■ VALUE	90

OVERALL ■ **88**

● GAME BY CROTEAM BLACK LEGEND ● CONTACT (0438 840003) FOR INFORMATION

DINO DINI'S SOCCER

PLENTY OF ACTION ROUND THE BOX!

From the creator of KICK OFF - the best-selling series of football games - comes DINO DINI'S SOCCER, a game so packed full of features and advanced gameplay, you'll still be at it when France kick off the next World Cup!

- Compatible with Sega's 4-player adaptor for play with up to 48 friends
- Icon-driven menu system
- 4 different pitch views
- Choice of arcade, league, friendly or World Cup modes

DINO DINI'S SOCCER

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA DRIVE

Virgin

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Virgin Interactive Entertainment (Europe) Ltd. 338A Ladbroke Grove London W10 5AH.

MEGA DRIVE

Sports Sim ■ EA

£44.99 ■ Out December

No other versions available

No other versions planned

CVG HIT!

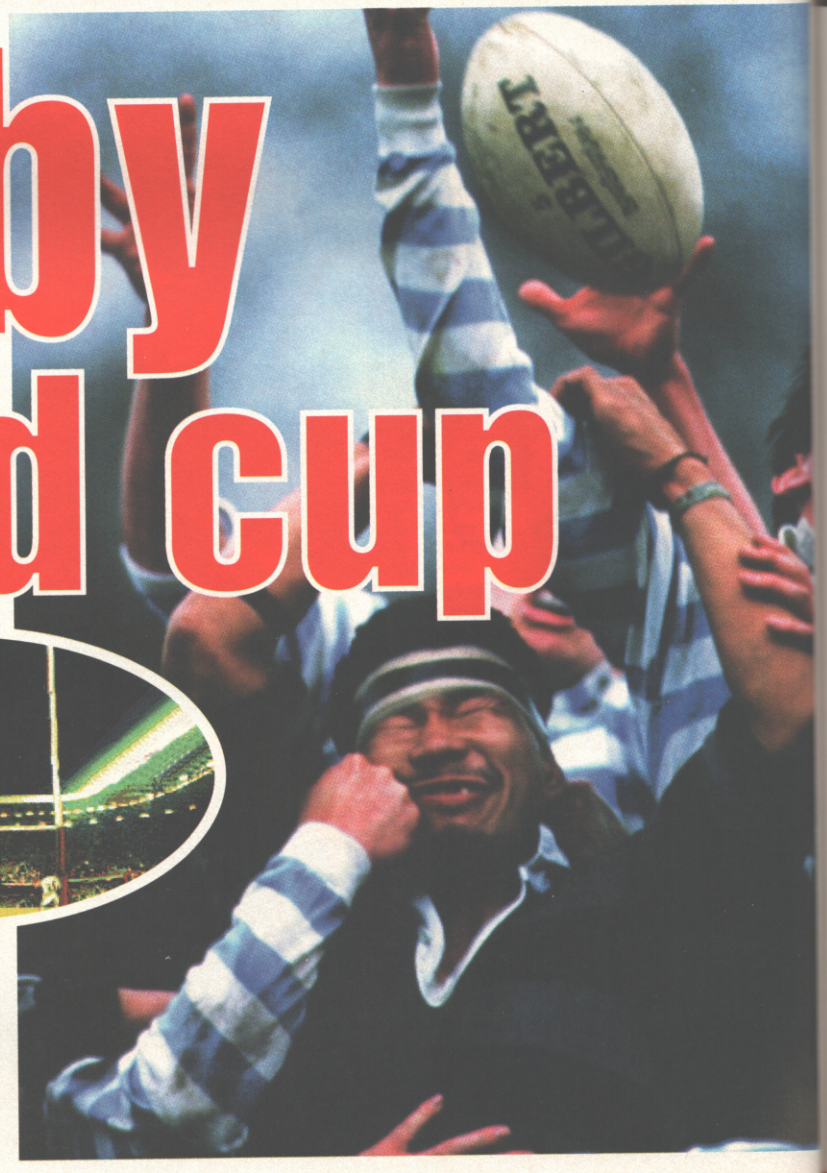
All the thrills of rugby but without the broken teeth, cauliflower ears and black eyes. Dirty songs and communal bath also not included...

rugby world cup

While footballers are associated with dodgy perms, night club exploits, and ending their careers by buying a pub, Rugby is a somewhat forgotten sport — and only famed for hairy blokes singing rude songs in the team bath. Yet, every Saturday — shortly before the Vidiprinter churns out yet another Everton defeat — millions of armchair athletes watch 30 beefy blokes kick seven barrels out of each other in the pursuit of an oval ball.

SCRUM AND GET IT

Every time a foul is committed, the ref orders a scrum. This involves the majority of the players on the pitch locking shoulders and pushing together to create what appears to be a 20-legged insect! Into this, the ball is thrown, and the aim is to somehow hook it out to an awaiting flanker. However, the scrum can also be used to gain distance towards your opponent's line by using good old brute force to push them across it!



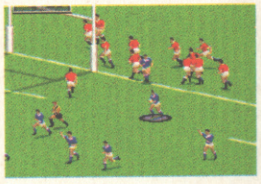
And so Rugby has been deemed popular enough to warrant an EA conversion to add to its ever-growing EA Sports label.

Rugby World Cup could best be described as FIFA with an odd-shaped ball, as the same isometric display is used to view the field. However, before Rugby is dismissed as a quickly-produced cash-in, note that it features every rule of the real thing, and better animation than its soccer forbearer. All the scrums, back passes, and conversions of the sport have been included, with the large sprites bundling in for scraps, tackles, line-ins and more scraps like a bunch of mini Carlings. Via combinations of the Mega Drive's three-pad buttons, the players can be made to pass, drop kick and fend off tackles as they bustle forwards for a try. Whenever the ball is out of the player's possession, the controls adapt to effect diving tackles and bone-crunching interceptions.

● GAME BY EA ● CONTACT EA (0753 549442) FOR INFORMATION

◀ The computer intelligently places your team in an offensive passing line when the ball breaks for a run for goal.

▼ A try! Five points are awarded for each try — as is the admiration of your team mates.



As anyone who has played the game knows, Rugby's a bit of a rough 'n' tumble sport — and people are prone to getting hurt. Thankfully, the game sports a full subs bench. ▼

▲ Line-ins are called whenever the ball goes out of play. The player then guides the throw back to his team mates — providing they can outjump the opposition.

EA has gone to town on ▶ the game's animation, and the players jump and swerve to receive the ball, making Will Carling and his team look like a bunch of bloated no-hopers.

SECOND OPINION

As can be expected from an EA Sports game, Rugby World Cup includes a series of leagues from all around the world (but not the four nations for some reason), with all the greatest teams and international sides on offer, and each with differing skill levels. Quite simply, EA has excelled with Rugby. It is everything a sports sim should be and manages to capture the feel of the sport while retaining gameplay that hooks from the start.

GARY LORD

CONVERSION CORNER,

When the ball is finally bundled across the opponent's line for a try, five points are added to your score. However, a further three can also be added following a successful conversion kick — which basically involves punting the ball through the top half of your opponent's H-shaped goal. And this is how it works...

1. Set the angle of your kick.

2. Press the B button to increase the strength of your kick. However, as you do so, notice the accuracy marker to the left of the bar is reduced at a similar rate.

3. Press B again to set the strength and press it again when it is in the centre of the accuracy bar for a hard, straight shot.

4. Now just wait to see if the ball sails through the H or whether your team mates will drown you in the post-match bath...

▲ Such is the game's supreme control over the teams that a player in possession of the ball can be brought crashing simply by hooking his leg with a well-timed grab of the ankle!

▼ The player under control is shown via a rather conspicuous pink disc beneath his feet.

VERDICT

MEGA DRIVE

EA has produced a sports game more playable than FIFA! Unbelievable as this may seem, it isn't until you're fending off tackles and pulling off incredible passing runs that you realise just how instinctive and realistic this is. Graphically, the game is top-notch with more sprites on screen than thought possible, whilst the sound is enhanced by realistic grunts and groans as the players pile into each other. One of the best sports game on Mega Drive.

MARK PATTERSON

GRAPHICS	92
SOUND	89
PLAYABILITY	93
VALUE	90

OVERALL

91

ALTERNATIVE

AMIGA

Rugby

Domark/£25.99

Sensible Soccer-styled rugby game, quite fun and sticks to the rules of Union as best it can for a game that has 3mm-size sprites.

ISSUE 121: 82%

PC

Arcade/Sim ■ Bullfrog

£44.99 ■ Out Now

PC-CD Rom version available

No other versions planned

After the sheer addictiveness of Theme Park, Bullfrog has come up with what, quite possibly, is the PC game of the year. So grab your rug and prepare yourself for a roller-coaster ride, Arabian style...

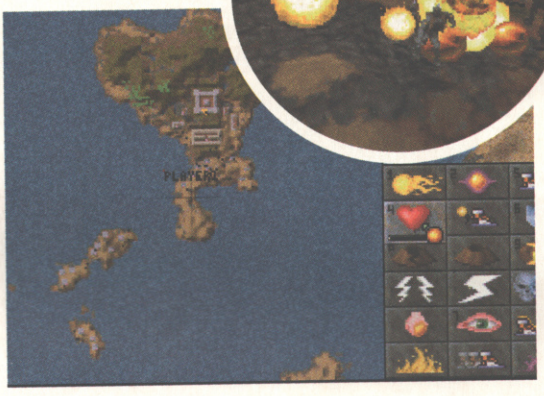
Set on a mystical planet, ravaged by a brutal war, Magic Carpet is probably the most stunning PC game you'll see this year. Bullfrog's latest masterpiece allows you to hop on to an aerodynamic rug and fly over a rolling 3D landscape packed with hills, cliffs, deep canyons and huge, fire-spitting volcanoes.

The idea is to restore the natural energy balance of 50 individual realms. This is achieved by destroying monsters, castles and other carpet-flyers and collecting the magical energy or 'Mana' they contain. This Mana takes the form of small golden balls and once you've destroyed, say a skeleton, you simply cast a possession spell on the Mana ball and wait for it to be picked up by your magical hot-air balloon. Yes, that's right, a hot-air balloon. This handy contraption operates from your castle and relieves you of the mundane task of collecting all the Mana yourself. Mana is also important because it's the power that fuels your spells, which range from the bog-standard fireball and possession spells right up to the apocalyptic, earth-shattering power of Earth-quake, Meteor and Volcano spells. These are collected in each realm and, although you start off very weak, as you progress you have access to greater and greater fire-power.

Of course, Magic Carpet isn't easy. Far from it. There are a host of monsters to contend with including Bees, Dragons and even the mythical Kraken. And if these weren't bad enough, there are also other players to contend with, who on the later realms are attempting to collect the Mana for their own evil ends. It's simple to play, but fiendishly difficult to get any good at.

Your main weapon is the Fireball spell, weak compared to things like Meteor and Lightning but it makes short work of these Killer Bees.

Mana comes in golden balls. To retrieve it, cast a possession spell on them which allows your hot-air balloon to suck them up like a vacuum cleaner.



With all the spells at your disposal, you become practically invincible. There's Lightning, Invisibility, Speed-up, Teleport and many more. All of them can be selected from the map screen, or pre-programmed on the number keys 1-10.

I CAN SHOW YOU THE WORLD

The superb intro tells how the world was ripped asunder by battling wizards and how you, a wizard's apprentice, must restore the world to its natural balance.

When starting a level it's important to have a castle to store all the Mana your balloon collects. The more Mana you collect the bigger your fortress can be.

As well as playing Magic Carpet in normal mode, if you grab a pair of those cheap 3D glasses and tap the F10 key, you can also play in full stereoscopic 3D.

● GAME BY BULLFROG ● CONTACT ELECTRONIC ARTS (0753 549442)
MAGIC CARPET IS ONE OF THE FIRST GAMES TO HAVE 'PENTIUM RECOMMENDED' ON THE BOX

Each creature contains Mana. The bigger they are (like these Kraken), the more Mana they hold.

One of the most destructive spells is the Volcano, a very handy incantation whether you want to destroy a castle, waste a skeleton army or just have a little pyrotechnic fun. ▶

Sometimes, you just want to get on your carpet and go... ▶

◀ And then some flippin' flapin' monster gets right in your slipstream...

Luckily you have the right amount of Mana to make him into monster pie. ▶

The 50 realms in Magic Carpet contain a variety of dangerous creatures. The skeletons are easy to kill but these Gorillas chuck huge boulders at you and are more tricky. ▼

SECOND OPINION

At last, a CD game that takes full advantage of the power of the PC and CD-ROM. Magic Carpet is a superb game. The attention to detail is amazing and while Bullfrog has chosen to leave out the chase-view where you could see your magic carpet from behind, with the multi-player options, 3D mode and the huge amount of gameplay stuffed into the game, this has turned out to be a true PC 'epic'. If you're looking for a candidate for CD game of the year, Magic Carpet is most definitely it.

STEVE JAMES

carpet

VERDICT

PC

Magic Carpet is a stunning game and almost faultless. The 3D engine is amazingly detailed and smooth and although the gameplay can get repetitive, the huge variety of monsters and spells will keep you hooked for aeons. Best of all, there's a multi-player option which lets you battle your friends Doom-style. Imagine chucking meteors at your mates or creating a volcano in their path... If you've a CD-ROM drive and a fast machine, Magic Carpet is a must buy.

DEAN EVANS

GRAPHICS	95
SOUND	94
PLAYABILITY	96
VALUE	95

OVERALL

96

To gain Mana shoot the monsters until they explode and give up their Mana ball. When you run out of monsters, shoot the civilians. Then castles, then tents, etc.

As you get more powerful you can pick up new spells. The Earthquake spell cuts spectacular canyons across the landscape and destroys everything in its path.

When you've destroyed all the monsters, levelled all the buildings and collected all the Mana, the realm's restored and you move on to the next challenge.

After every level you get a short cut-scene and things get tougher. More and bigger monsters and even computer-controlled rug-flyers who want all your Mana.

● AS WELL AS WORKING ON SYNDICATE 2, THE NEXT GAME FROM BULLFROG SHOULD BE AN UNDERSEA GAME CALLED CREATION... WATCH THIS SPACE

SNES/GAME BOY

■ Virgin
■ SNES£54.99/GB£29.99 ■ Out November
■ No other versions available
■ No other versions planned

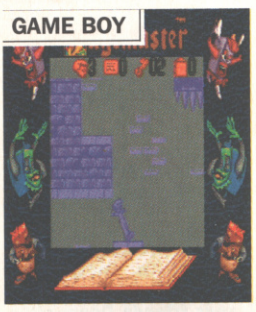
page

Virgin and Probe get involved with a Macauley Culkin film tie-in involving lots of spooks, books and pretty platforms...

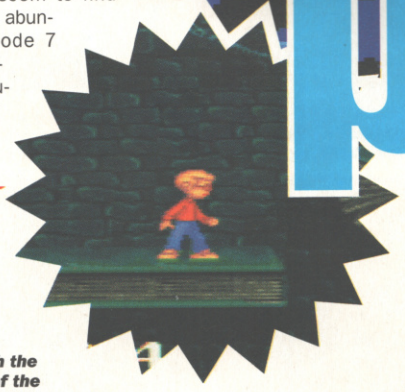
America seems to have had a litany of precocious child movie stars, Shirley Temple, Drew Barrymore and the subject of this latest movie-game tie-in – Macauley Culkin. And, yes, apart from them all being highly eligible adoption candidates (ie they're loaded), they are all incredibly P.A.I.N.F.U.L. But seeing as the now teenster has been cast as the central character in the new movie, The Pagemaster, then the main sprite does not look dissimilar to Master Culkin. The film itself is about a neurotic boy taking refuge from a storm in a library, and who then goes on a magical trip with the characters Adventure, Fantasy and Horror.

The game is set around similar themes to the film, ie the obstacles are poltergeist-style books that chase after you; ghosts, rolling pumpkins, and giant bookcases you have to negotiate your way across.

The levels are not always linear, so the route out does not always seem obvious, and when you go back to previously completed levels, you always seem to find unchartered territory. Each scene has an abundance of stylish backgrounds and Mode 7 scrolling, but at the end of the day, chapter, page or whatever it's just another couple of platformers to add to the glut of titles out there.



◀ *Watch the bottom of the screen and then make up your mind which way to jump. It's like bungee jumping only safer. Much.*



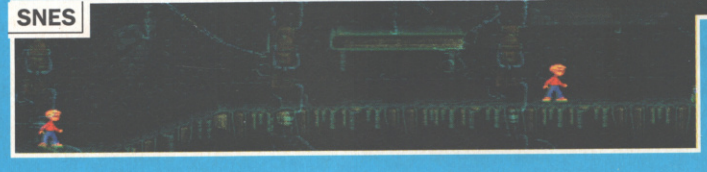
Just so that you don't have to start (as Julie Andrews said) at the very beginning, there are restart points. ▶

▲ *If you're the proud owner of a Super Game Boy you get these totally fab borders to distract you from the game.*

MACAULEY'S MAZE

A spritlier sprite you will not find than the Macauley clone that you control in Pagemaster. There's also a plethora of different adversaries to avoid who would not go amiss at your halloween party.

▼ *Get a little power-up shoe and you can absolutely fire along the boring bits*



▲ *These platforms are actually books, which means they are in fact bookshelves (geddit?).*

▲ *Watch out for that green stuff as it tends to have an awful effect on you.*

● GAME BY PROBE ● CONTACT VIRGIN (081-960 2255) FOR INFORMATION

SNES

You see you've got to get your quota of keys in otherwise you don't get a bonus level.

SNES

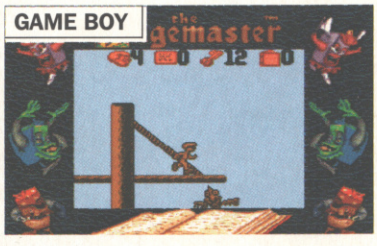
No we haven't got a dirty TV screen, that's one of those Mode 7 spooky smoke effects that is.

emaster

GAME BOY

Get to near to the edge and he'll got all awobblie.

GAME BOY



SNES

He's as tricky to get past as he is ugly.

GAME BOY

Make sure you've got your seafaring levels otherwise it's back to Horror level all over again.

ALTERNATIVE

MEGA DRIVE

- Mickey Mania
- Sony/£44.99

Those incredible Disney grapics, variety in gameplay and some astounding SNES-style effects. Based on seven of Mickey's sadventure's, it's one of the year's best platformers.

- Issue 156: 90%

SECOND OPINION

No doubt when the film is launched here it will stir up some interest in this Virgin licence which, as is obvious from the slick graphics, has had a large number of programming man hours put in to it (the SNES version that is). It still hasn't quite got enough sparkle within it to make it really shine through. And it's ridiculously priced for what it is. The Game Boy version is actually quite bland, with annoying sprite control and a lack of variety in the levels.

RAD AUTOMATIC

VERDICT

SNES

Pagemaster is a highly polished SNES platformer, with all the requisite Mode 7 spooky-house effects that the licence for the PageMaster film no doubt requires. Graphically the look is cutesey and Tim Burton-ish; the difficulty level is pitched about right, although some levels are sods to get through. At the end of the game though you can't help thinking that although the game is v. well done, it's not exciting enough to part with the readies.

GARY LORD

GRAPHICS	90
SOUND	89
PLAYABILITY	80
VALUE	71

OVERALL

83

VERDICT

GAME BOY

It borrows much from its 16 bit cousin, but sometimes this is irritating: flying objects can be difficult to distinguish, and a bugger to avoid or kill. In both games there are bonuses to speed you on your way, but much of the game's appeal is the lush graphics on the SNES which can't be repeated here. The varied levels make up for this with Tetris-stylee vertical scrollers being the most fun. The Bame Boy version's not a bad game, but it's not brill' either.

GARY LORD

GRAPHICS	80
SOUND	82
PLAYABILITY	75
VALUE	78

OVERALL

79

*No Deposit Buy

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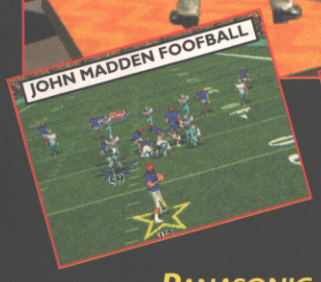

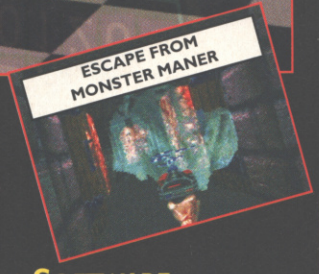

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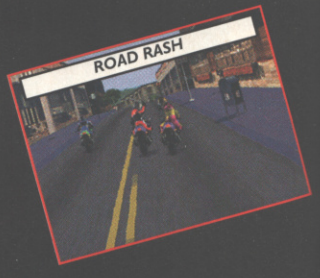

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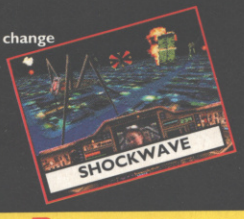

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CALCULUS

MEGA DRIVE

■ Platform ■ Interplay
■ £Unconfirmed ■ Out December
■ No other versions available
■ No other versions planned

boogerman

Boogerman's a character blessed with many talents. Unfortunately they're best kept quiet...

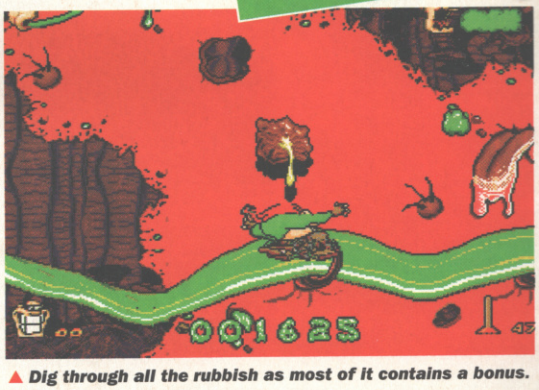
▲ Use the chilli for extra powerful belches and farts give you the ability to fly for a short time.

▲ There's a whole range of smelly alternatives to disposing of baddies.

▲ Levels often have sub-zones featured within them. They're accessed via the main level and optional – but they're worth checking out as they feature plenty of bonuses.

This is a guy I can relate to! Boo-german's hidden talents are his ability to fart, belch, flick snot and fly courtesy of some red-hot chili peppers and a quick digestive system. These skills are really handy when trying to get rid of baddies: after all why jump on someone's head when death can be administered via a real pan rattler!

Boogerman's not a nasty chap by any means though and has the world's interests at heart. He's after the Booger Meister, a by-product of a particularly nasty sneeze, who's stolen Eco-Lab's revolutionary environment cleaning crystal fuse. If it's not returned then the world will end up more smelly than an incontinent, flatulating 12-year-old St Bernard (and they smell). Cue loads of toilet humour and platform-based action as Boogerman seeks to retrieve the crystal fuse. The look and feel of the game is similar to Bubba 'n' Stix, although it's pure action, lacking the puzzle element of Core Design's classic. The humour's certainly up to scratch though, but can the gameplay match it?



▲ Dig through all the rubbish as most of it contains a bonus.

◀ The graphics are really in your face, but it's the the animation which really catches, ney hits, you in the eye.

ALTERNATIVE

AMIGA
■ Bubba 'n' Stix
■ Company/£25.99
More puzzle orientated than Boogerman, but otherwise it plays in a similar fashion and sports equally pleasant graphics.

■ ISSUE 147: 88%

VERDICT

MEGA DRIVE

OK, the main gag here is about bogies and snot, but Interplay has laboured the joke well and the sound FX are as equally amusing. Thankfully the gameplay is equally as good with perfect control and a finely balanced difficulty curve. There's an awful lot of variety and plenty of hidden rooms too, so lastability is assured. Like Earthworm Jim, there's nothing really new here, but everything hangs together so well as a package that I'd definitely recommend it.

RIK SKEWS

■ GRAPHICS	89
■ SOUND	87
■ PLAYABILITY	84
■ VALUE	86

OVERALL ■ **85**

● GAME BY INTERPLAY ● CONTACT INTERPLAY (0235 821666) FOR INFORMATION

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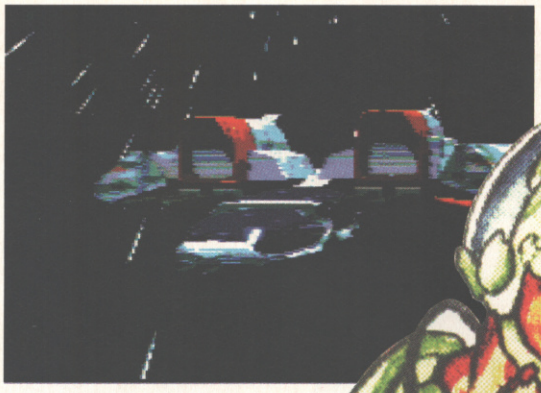
■ MEGA-CD

■ Shoot-'em-up ■ Core Design
■ £44.99 ■ Out Now
■ Mega 32 version planned
■ No other versions available

CVG HIT!

Core Design presents yet another ace Mega-CD shoot-'em-up. You'd never have guessed it from them, would you eh?

You might think you've got a bit of a dodgy name. Perhaps it's Tarquin, or Jocasta. But spare a thought for the potentially peace-loving aliens whom fate short-sightedly dubbed the Myrkoids. Ridiculed throughout the universe for their soppy nomenclature, the Myrkoids had no choice but to resort to mass genocide in an effort to quell the galactic mickey-taking. And now you, as the equally foolishly monikered Bryk Hammelt, have to stop them.



▲ *The turbocopter is the hardest of the craft to get the hang of controlling, but probably the most enjoyable to pilot once you know what you're doing.*

soulstar

Luckily, Bryk is an almost-immortal Cryo-Commando (it says here), with a wide range of ace hardware at his disposal, which allows him to combat the nefarious Myrksters in space, over planet surfaces and even in their subterranean bases. The third-person rear perspective doesn't change no matter what vehicle you're ensconced in, but the playstyle veers from a Galaxy Force-esque shoot 'em up to free-roaming Battlecorps-stylee combat walker levels, via some rather natty turbocopter sections reminiscent of Thunderhawk.

The objectives of each mission vary quite widely, but one thing they have in common is the large number of evil enemies you're required to annihilate. In fact, let's not beat around the bush, this is a mega-death-akimbo shoot 'em up. There's a satisfying array of weapons on offer to do the job with and a wide range of enemies, each with their own attack strategies, to do in. Only one spazzily-titled force can survive.

▲ *All the enemies you encounter in the game have their own attack strategies, which you would do well to learn.*

▲ *If you're in real trouble, you can always call on your mothership to drop a big smart bomb on your foes – although there's a limit to the number of times you can do this.*

Turbocopter may look like a handheld rechargeable vacuum cleaner, but it is in fact a deadly war machine. ▶

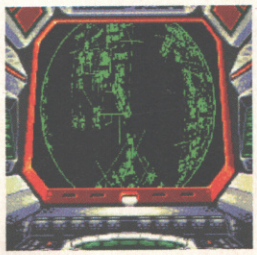
WIRE-FRAME BRIEFS

Before each mission you're greeted with this rather pretty computer briefing. The wire-frame graphics show you what you're supposed to do while a computer voice describes your objectives. It pays to listen to what's being said until you've played the game a few times or you'll completely lose the plot.

AN INTRO WITH SOUL

The game begins with this lovely FMV digitised intro, with a voice-over explaining the plot in full. They also say "Myrkoids" a lot, which is quite funny, strangely.

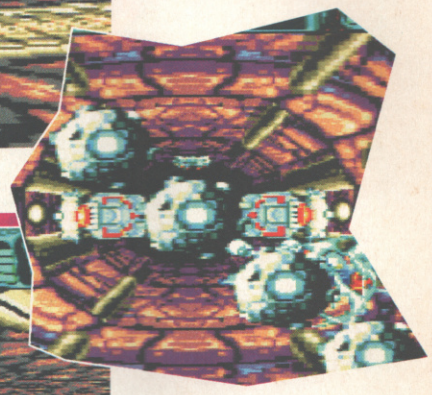
◀ *The combat walker is a little slow-moving, but these rocket boosters allow you to speed around for a limited time, and also avoid ground-based hazards.*



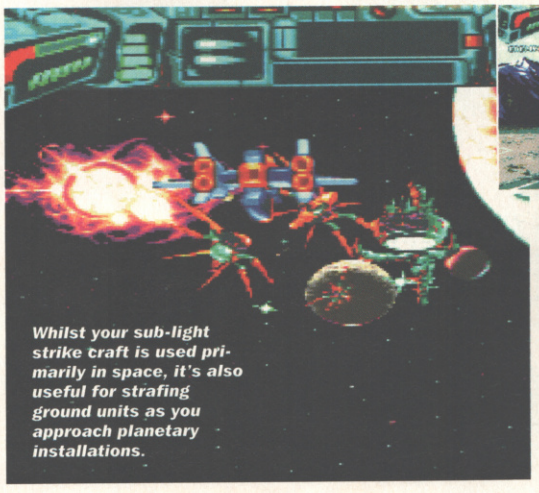
▲ *One of the missions you face entails penetrating this dastardly looking space station-effect Death Star-type thing, using all three of your mechanised transformations. There's lots of death and violence, which we like.*

THE DECISION... IS YOURS

The three combat craft vary in how easy they are to use. The space fighter is a piece of cake to handle, while the turbocopter and robot walker require the player to keep a handle on gun angles, altitude and other such bothersome considerations. Fortunately it's possible to rope another player in to handle gunning duties while you steer the vehicle (or, indeed, vice versa).



▲ *This ace scene has you chasing a rather cool excavator through a long tunnel.*



Whilst your sub-light strike craft is used primarily in space, it's also useful for strafing ground units as you approach planetary installations.

COMING SOON

MEGA DRIVE 32X

- Soulstar
- Core/£Unconfirmed

Already underway is the spanking-looking 32-BIT version of this very game which Core hope will establish them in the next generation scene.

- EXPECTED RELEASE: EARLY '95

VERDICT

MEGA-CD

While the turbocopter and combat walker may bring Core's previous efforts Thunderhawk and Battlecorps to mind, SoulStar is more destruction-based than its predecessors, and it builds on Core's rep' for groundbreaking and innovative Mega-CD titles. My only criticism is the space fighter sections are a little wobbly compared to the strategic shooting action of the other two available craft. Still, Mega-CD owners should have this down as their next purchase.

RAD AUTOMATIC

GRAPHICS	95
SOUND	96
PLAYABILITY	92
VALUE	90

OVERALL

91

CD-i

Shoot-'em-up ■ Philips
£69.99 ■ Out Now
3DO version available
No other versions planned

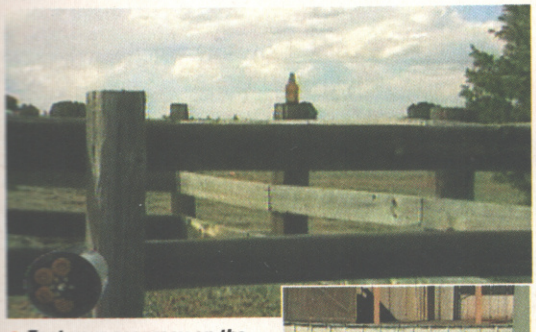
mad dog mccree

"We don' need no steenkin' badges – just one of those eenfra-red light guns, senõr blondie..."

While Mad Dog McCree had a pretty horrid time on 3DO, it seems like the producers CapDisc and Philips have waved their cure-all wand over the CD-i version to produce an almost perfect rendition of the coin-op original.

I say almost perfect because, despite their best efforts, there's still a slight lag between shooting some characters and them actually dying. However, this doesn't really affect the gameplay, and there's the added advantage that the game uses the digital video cartridge and comes complete with a decent, responsive lightgun. Two points to remember – first it helps if your telly's 21 inches or bigger, since some of the smaller targets are almost impossible to hit on anything smaller, and you need to be about 10 feet away from the screen.

If you can manage that little lot, you'll probably find yourself enjoying one of the most fun, and mindless CD-i games around. Just pick-up the gun, calibrated and bring your very own brand of law enforcement to the Old West.

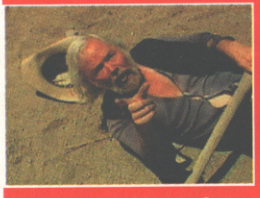


▲ *Test your accuracy on the shooting range by blasting inoffensive beer bottles.*

▲ *Reloading is simply a case of blasting the barrel in the bottom-left of the screen.*

BAD ACTING SCHOOL

Here are a few of the highly trained professional thespians you encounter in the game. Each one is trained to the peak of their acting prowess, which is about as high as a molehill which has subsequently then been flattened by a steamroller driven by an overweight elephant. In Dr Martin's.



Look at the old man. See him bleed. Grab his bus pass and pension book before he comes round.

They went to RADA you know. Yes, the horses are in fact the best actors in the game.

If this guy's calibrated his gun as badly as me, he'll probably shoot himself in the back of the head.

"No Mr Undertaker, honest, it was only a flesh wound. I feel so much better now."

The locals are very hospitable. Exceedingly so, in fact.

OTHER VERSIONS

Lame graphics compared to the CD-i's, and the weapon control is appalling – every time a shot is fired there's a dreadful pause while the CD chugs away. Avoid.

3DO
● ISSUE 146 58%

VERDICT

CD-i

Mad Dog is such good fun. The acting's bad, the sets flimsy, the stuntmen are over-cautious – it's just like one of those Wild West shows they have at theme parks. Here though, you get to rampage through the town shooting everybody. The price is the key point when it comes to buying the game, however. If you've got money to burn, it's well worth it. But it is almost double the price of a normal CD-i title. All I can say is I liked it, but can you afford it?

MARK PATTERSON

GRAPHICS	90
SOUND	91
PLAYABILITY	88
VALUE	65

OVERALL

82

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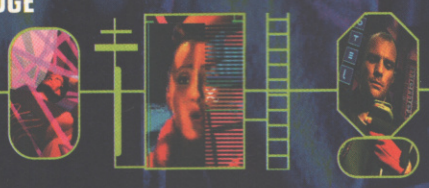

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A1200

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This 'adult' game has been at the eye of a storm of controversy over its diet of sex and violence – but how much advice on what's good for you can you swallow?

So what's so good about oodles of juicy violence and lashings (well a little slap, actually) of bonking spied from a pervy bird's eye view? Plenty, that's what! Scenes where gunshot-ridden victims drag their giblets across the floor are anything but polite, but gratuitous violence aside, 18 certificate Dreamweb is something of a steaming, occasionally, er dreamy, graphic adventure.

Set in the future in a world gone wrong, the Dreamweb is the power which keeps the city on the proverbial straight and narrow. However, the darker side is gaining strength and has entered the warm bodies of seven people (No, we haven't got to the sex yet – Ed.). The keepers of the Dreamweb get together and elect you – Ryan – to pursue the seven unfortunates and to pick them off one by one before the Dreamweb succumbs to evil. Starting off with no money, weapons or info, you must work out from the many items and people around just exactly what you need to eradicate the sods. Everything in the game is crafted with loving amounts of detail and lots of humour. Characters like the wino outside Sparky's bar, who just grunts when you try to talk to him, bring back fond memories of games gone by, like the Monkey Island series. Enjoy.

▲ Things are never what they seem, and even a sofa can hold hidden treasures.

▲ The city of the future is a nasty place to be. Everywhere you look, people are either lying drunk or lying dead!

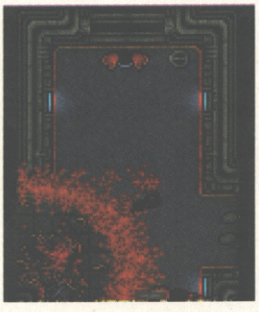
Dreamweb ▶ features a very intuitive point and click interface. All you have to do is drag the mouse across to an item and either use it immediately or dump it in your inventory.

dreamweb

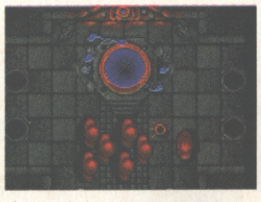
TOO HOT TO HANDLE

There's splattering and there's a smattering. A smattering of sex and some frighteningly realistic violence, which is why the game gets its grown-up certificate. OK, some may find it disturbing planning, plotting and carrying out executions. As for the luurve scenes, however, well they're more funny than shocking because the sprites are so tiny you can hardly see what sex they are let alone who's in what position. And as Dreamweb is an overhead-view game you only have a bird's eye view of all the gyrations.

▲ Outside your buddy Louis' flat – you get your best trainers nicked. What a bummer.



▲ The main reason Dreamweb has received an 18 certificate is the because of the sex and violence.



▲ Most games these days use the LucasArts side-on viewpoint, but Dreamweb favours a more traditional 'Top down' view on the world.

◀ David Crane and 'friend' – what a pity you have to kill them.

COMING SOON

CD32
■ Dream Web
■ Empire

The speech will be rather special allegedly, thanks to a script by programming team Neil Dodwell and Dave Drew, and a cast of professional luvvies and voice-over men.

■ RELEASE DATE: UNCONFIRMED

VERDICT

A1200

Dreamweb is brain-teasing graphic adventure at its best. Its point-and-click interface makes it easy to get into, and with the game comes Ryan's diary, which contains some very important tips. The graphics are moody and atmospheric and add to the sinister plot of the game. One minor niggle is that the game screen only takes up one eighth of the overall screen. Luckily, there is a zoom option so don't let that deter you from an otherwise engaging game.

LISA COLLINS

■ GRAPHICS	85
■ SOUND	75
■ PLAYABILITY	90
■ VALUE	86

OVERALL ■

86

● CONTACT EMPIRE (081 343 7337) FOR INFORMATION

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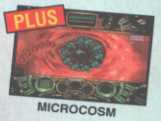
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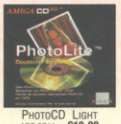
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CVG HIT!

Destined to be mispronounced for eternity is this latest extremely Japanese port-over puzzler...

hebereke's popoon

▶ *In the Story Mode you're treated to these wonderful conversations between characters at the beginning and end of every level.*

In case you hadn't noticed, games companies have realised that a cleverly marketed character can really sell a game which may, in any other light, be a bit on the arse side. However, blazing a trail through the dole queues of Pinkys, Puggsys, Bubsys and Flinks is the divine form of genuine superstar-in-waiting Hebereke, a kind of small flightless bird thing. This is the first of a series of Hebereke games Sunsoft plans to release here, and while at first glance it might not look like anything new it really does bode well for future titles in the plucky young fowl's range.

Aided and abetted by his equally quirky friends, Hebereke has added his own twist to the much-explored Tetris clone territory. Popoons (round things with goggly eyes) each one of four different colours, fall in pairs from the top of the screen. You, have to rack them up in straight line of three, whereupon they disappear, and PoroPoros make their debut. These are little icons bearing the head of your character which are deposited in the opponent's play area every time you complete a line, and vice versa. The more lines you complete with each Popoon drop the more PoroPoros you manufacture. The only way to get rid of these is to match them up with a Popoon of the correct colour, depending on the character responsible for their presence. This may sound a bit too close to Puyo Puyo for comfort, but the two-player mode, detailed elsewhere, makes Popooning very much different to previous games of this kind.

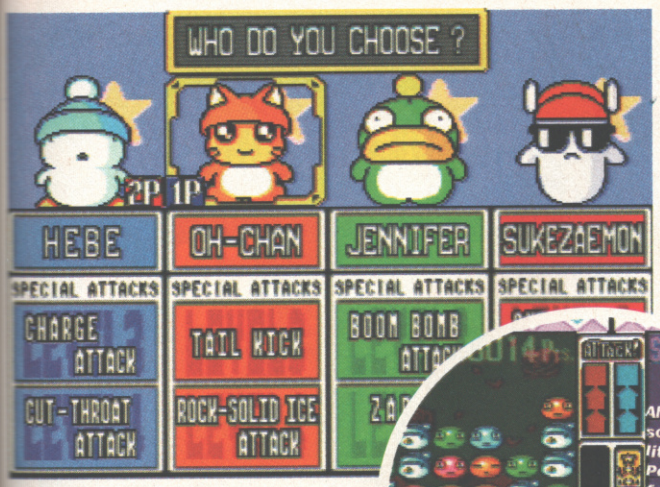
▲ *The level meters in the centre of the screen denote the game speed. The higher the level, the better you're doing.*

▼ *It's another of the wacky special attacks which make the game the fun-filled feast it truly is. Praise be!.*

THE MOON'S A POPOON

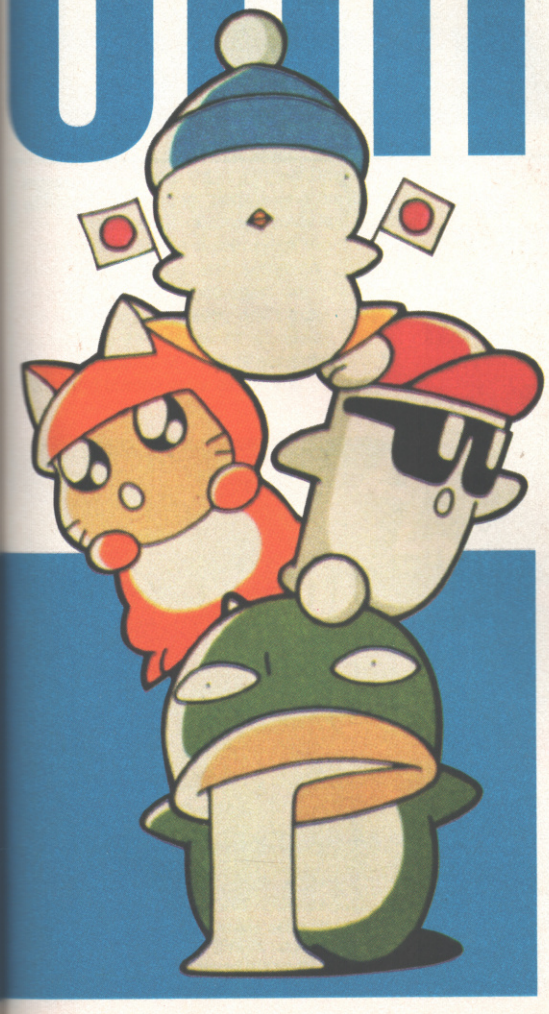
The two-player game features a major new element not seen in the single-player story mode – that of special attacks. If you're skillful enough to drop three or four lines at a time, then your character performs one of their signature moves, which range from dropping a screen-clearing 16-ton weight on your accumulated Popoons which freezes the opposing screen solid, necessitating a reciprocal special attack to clear the new icy Popoons

● GAME BY SUNSOFT ● CONTACT MARUBENI (071-826 8816) FOR INFORMATION



▲ Here's the choice of characters, each of whom has their own range of attacks. And a cute little nose. Or beak.

Popoon



▲ This special manoeuvre freezes the target's screen, meaning the Popoons and PoroPoros you're waiting for mount up to potentially lethal levels until things get moving again.

▲ Doubtless you'll spend much time on this screen trying to decipher the mountains of strange sampled speech.

▲ Some of the characters warn you of an impending attack. Beware of Hebereke's stretchy neck especially, which signals the use of his devastating Cut-Throat Attack.

▲ As you can see, sometimes it's harder than you'd think to fit three Popoons into a straight line with enemy PoroPoros constantly plummeting on to your screen.

ALTERNATIVE

MEGA DRIVE/GAME BOY

■ Puyo Puyo

■ Sega/Banpresto

One of the best puzzle games ever to come on a cartridge. Very similar to Hebereki's, but we feel the SNES game just has the edge in playability.

■ NOT PREVIOUSLY REVIEWED

VERDICT

SUPER NES

I can take or leave most of the Tetris clones we've seen since the release of the original, and I reckon the one-player mode is fairly tame, but with two human players going head-to-head Hebereke is fantastic. The special attacks places a whole new spin on things, even if it does take a while to work out how you're supposed to do anything. Almost impossibly fast on speed levels above fifty, this is a real test of skill and strategy so long as you've got a worthy opponent on hand at all times.

RAD AUTOMATIC

■ GRAPHICS	83
■ SOUND	92
■ PLAYABILITY	93
■ VALUE	86

OVERALL ■ **91**

SECOND OPINION

I normally despise this sort of game, I mean I've played Tetris to death, why should I want to see it any more? But after having sat down to trounce Rad at a few rounds of Hebereki's I'm prepared to make an exception. The game really comes into its own when you've survived a few rounds and the speed rate is pushed right up. Not too fast to play, but it's pulse battering fun all the way. Top stuff.

MARK PATTERSON

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PC

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Would-be Travis Bickles should be cocking their hoops over Gametek's psychotic new PC release...

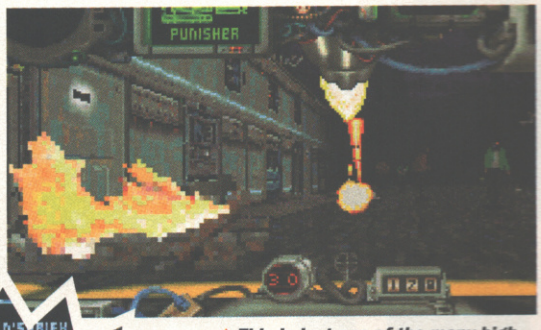
quarantine

There's a lot more to worry about than a midnight trip south of the river with this latest homage to the cab driver's art. OK, dealing with nine year-old crack dealers may be an occupational hazard to today's for-hire drivers, but the chauffeurs of tomorrow face a constant assualt of guns, bombs, mines, molotov cocktails and ramming, barging enemy taxis, along with abusive fares who wee on the back seat. Luckily, in true post-apocalyptic stylee, you are tooled up with a couple of hood-mounted machine guns, with optional chain guns once you've earned the cash.

Obviously, with taxi driving being a hazardous occupation, fares have risen somewhat, and the average pick-up is worth around four or five hundred dollars, providing you can deliver your passenger within a strict time limit. This chronological constraint means there's little time for social niceties. If someone's fool enough to try crossing the road it's best to run them over (save your ammo for other motors), which also treats you to a splash of blood and gore over your windshield. Besides, there's every possibility they're going to have a pop at you anyway. If there's one particular hoodlum getting your goat, switch to left or right window view and let rip with your Uzi in a Virtual Drive-By scenario.

Quarantine is for people who are bored of Doom (or Doom 2) or fancy playing the game in hover cars. There's plenty of violence and destruction, along with some naughty words and strange encounters with potential customers. However, don't expect anything like the level of strategy Doom's capable of – this is screeching tyres and blazing gatts all the way.

▲ *The top-right box shows your armour rating – not bad in this case.*



▲ *This is just one of the many high-powered weapons available to you shold you wish to destroy people.*

▲ *Kill the tank! Kill it! Kill it you fool!*

▲ *You, as the player, have two choices here – either to run everyone over or just shoot them.*

▲ *Visit any one of the many drive-thru weapons stores in the city and this is what you'll see. Hot tip – this is generally a good place to buy weapons and ammunition.*

▼ *Ah, the glory of the open road! Nothing to worry about but a wide open space of tarmac.*

VERDICT

PC

Quarantine might be an incredible pain to actually get working, but once you manage to get the thing running it's actually quite good fun. Picking up and dropping off the passengers gives you a few short-term goals, and riding around killing people in your cab is, of course, highly enjoyable. However, there isn't much substance to it, and it lacks any real long-term appeal. If virtual killing's your thing you'd be better off with Doom 2: Hell on Earth.

RAD AUTOMATIC

GRAPHICS	88
SOUND	81
PLAYABILITY	82
VALUE	77

OVERALL

80

ALTERNATIVE

JAGUAR

Alien Vs Predator

Scare yourself stupid with this excellent first-person blast/spit/slash-a-thon. Great atmosphere and plenty of playability and well-thought out gameplay too.

Issue 156: 90%

● GAME BY GAMETEK ● CONTACT GAMETEK (0753 553445) FOR INFORMATION

■ SNES

■ Platform/Shoot-'em-up ■ JVC
■ £49.99 ■ Out November
■ No other versions available
■ No other versions planned

In a galaxy quite near, about-half an-hour ago, a journalist wheels out all the old Star Wars clichés, and wonders whether he'll be able to vanquish the evil Lord Vader and save the universe in time for EastEnders?

super return of the jedi

On all probability you won't finish this game in time for EastEnders, and even if you do you're going to want to play through it again. You see Super Return Of The Jedi offers much more than the previous two games in the Star Wars series. Not so much in terms of variety - the game is still a mix of shooty platform sections intercut with shooty Mode 7 sections. No, Super Jedi offers players an increased number of ways to accomplish themselves thanks to the larger number of selectable characters and, in turn, more, bigger power-ups and interesting ways to deal out a stellar spanking to the assortment of intergalactic scum.

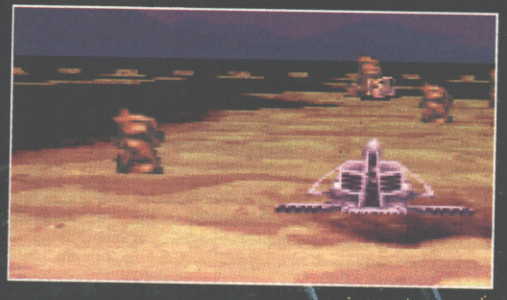
Super Return of the Jedi generally gives the player three choices of character before starting a level and highlights the character most appropriate in each case. Although in certain examples only one character is selectable. Luke, for instance, will be your only choice when it comes to that final showdown with the Emperor. But hey! Otherwise you're free to shove the game's advice and pick who you want. It's your game and your funeral. Probably.

ONCE UPON A BLOCKBUSTER

Super Jedi follows the story of the film fairly closely and is broken down into three main missions, each comprising several stages.

THE BEGINNING

The first objective is to rescue Han and this starts with a nice bit of Mode 7 as you navigate a landspeeder across the chasms of Tatooine. This is followed by a bit of proton and whip-related death-dealing outside and within Jabba's hut where Han is being held in cryogenic suspension. Or summink.



THE MIDDLE

The next mission sees our hearty crew facing an early bath on the brim of the Rancor pit before taking to speed bikes for a bit of argy-bargy in the Mode 7 forests of Endor. Thence it's to the trees with the cute-but-deadly Wicket, before a bit of Shield Generator destroying.

THE END

The finale starts with the Falcon struggling against swarms of TIEs on the Death Star. Next Han, Chewie or Leia must knock out the shield generator and Luke must conclude some unfinished business with Vader and the Emperor before the final mad scramble to destroy the Death Star.

● GAME BY LUCASARTS ● CONTACT JVC (081-570 6015) FOR INFORMATION

FIVE GO MAD IN SPACE

There is now a choice of five faces from the movie: Luke Skywalker, Chewie, Han Solo, Wicket the Ewok and Princess Leia.

LUKE SKYWALKER

Luke has now mastered the ways of the Force and is able to send his Lightsabre out, boomerang-style, in search of its prey as well as freeze oncoming baddies, reflect enemy fire and render himself invisible.

HAN SOLO

Han only becomes selectable once he's been rescued and is a more down to earth than Luke as he uses a simple blaster to great effect and is also a bit tasty with the odd bomb and Thermal Detonator or two.

CHEWBACCA

Chewie is much the same but adds a furr-ious Fireball Spin to his repertoire.

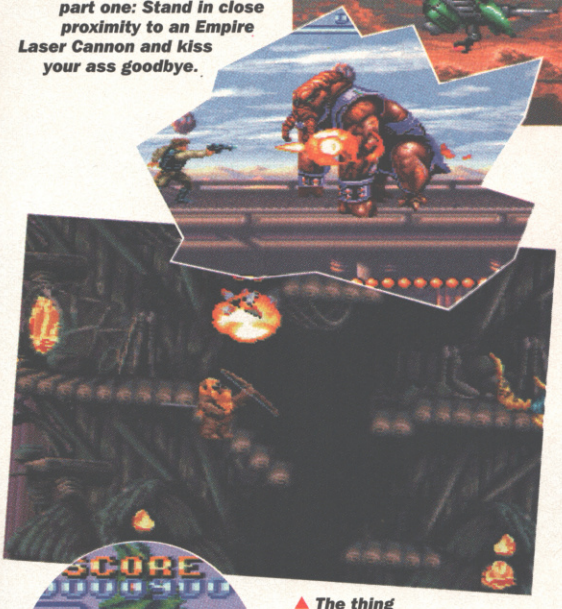
WICKET THE EWOK

Wicket is, well, a bit crap really, but comes into his own on his home planet, the forest-covered Endor, where his arrows make ad-hoc stepladders to climb the giant trees.

PRINCESS LEIA

Last and, believe me, by no means least is Leia, tonight sporting three lavish outfits. In her Boush outfit she is able to summon a damaging energy beam and do a tidy bit of damage with a staff, whilst in her Rebel uniform she acquires the services of a laser blaster. But it is, woof woof, when she dons her bikini in the palace of Jabba and gets busy with her whip, arrooh, that she most impresses.

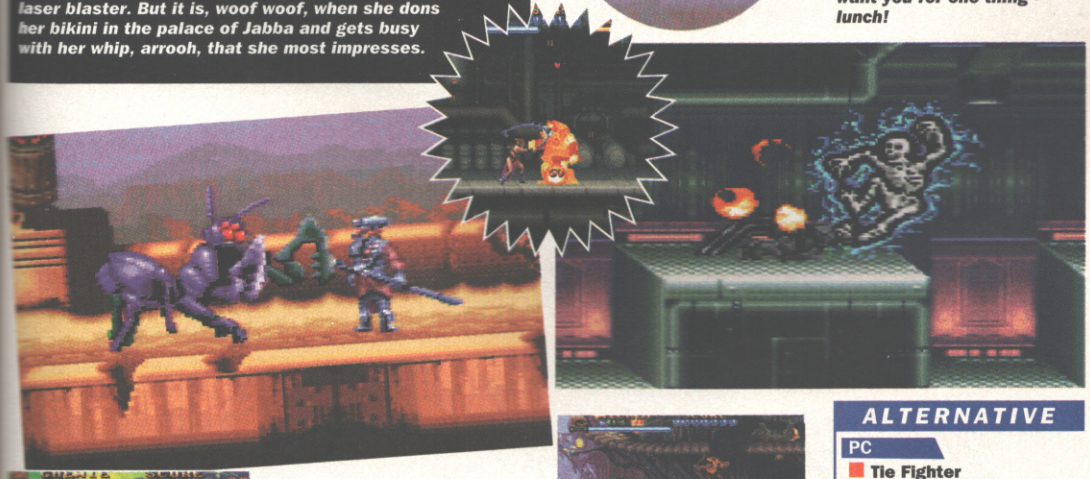
Eating Dirt – Jedi-style part one: Stand in close proximity to an Empire Laser Cannon and kiss your ass goodbye.



"Hey little teddy bear, y'wanna lift? Sweets? I got some nice puppies..."

The thing about Ewoks is that they look cute, even when they're mercilessly slaughtering defenceless creatures.

Generally speaking it's not a good idea to hook up with these birds, they only want you for one thing - lunch!



Small woman and big stick. Mutant Antoid with big pincers. Wonder who'll win?

"Chewie lost. Me only looking for haberdashery dept and end up on Wheel Of Fortune. Chewie never find curtains now!"

Never trust an Ewok with a bow and arrow - 'ave yer eye out soon as look at yer!

VERDICT

SNES

Super Jedi is similar to its predecessors, but the extra characters and varying abilities add new depth, whilst the increased size and complexity of most levels adds a lot more fun. The music is as awesome as ever - play it on big, bassy speakers. The only fly in this cosmic ointment is it's too easy to complete thanks to the password system. However, if you limit your continues and crank it up to Jedi level, Super Return Of The Jedi is the best in the series. Until Ultra Star Wars, that is...

ANDY MCVITIE

GRAPHICS	92
SOUND	92
PLAYABILITY	91
VALUE	88

OVERALL

91

ALTERNATIVE

PC

- Tie Fighter
- Virgin/£49.99

If you're after a Star Wars game on PC then get TIE Fighter. Stylish shoot-'em-up that is more involving than its predecessor and enables you to pilot a variety of Imperial hardware.

- ISSUE 154: 92%

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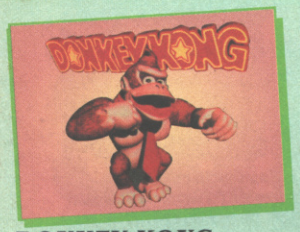

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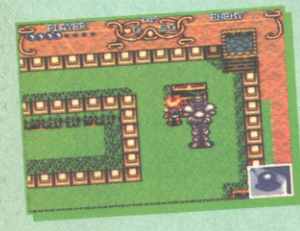

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SNES

FATAL FURY SPECIAL

Here's a neat cheat from Kenny Mason from Burgess Hill in Sussex. It enables you to play as Ryo from Art of Fighting! When the Takara logo is displayed press DOWN, DOWN, FORWARD, FORWARD, DOWN, FORWARD, DOWN, DOWN BACK, BACK and X. If you've managed to do all this in the right order then the flames on the title screen should change to a blue colour.

SNES

LETHAL ENFORCERS

Want loadsa excellent lives? To get them simply make sure you hit as many knives as possible when confronting the knife-throwing boss. Every tenth knife hit will result in one extra life. Cheers to Wayne Davies of Chesterfield for those words of wisdom.

MEGA DRIVE

BALLZ

Ever sat down and thought 'My life would be so much less painful if I could pull off all the special moves in Ballz, the decent beat–'em–up from Accolade'? If so you can thank Paul Thompson from Ireland for granting your wishes. (NB – A, B, C indicates joypad buttons. All other directions are standard joypad movements).

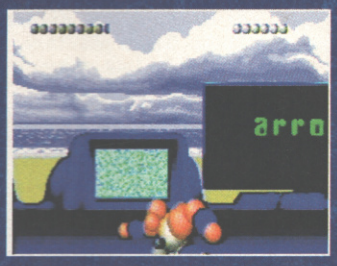
Yoko
Gamera Spin Attack: R, U, U
Pole Swing: R, R, UL, L, U
Swing: C, U,
Taunt: R, R, R

Turbo
Charging Flip Kick: R, R, R
Hover: C, B+C
Spinning Pile Driver: C, A+B
Taunt: L, R, U+A

Tsunami
Karate Chop: U, R, A
Sumo Splash: C, A+B
Meditate: U, U, C
Taunt: L, R, U+A

Kronk
Flying Down Spear: C, D, D
Loober Loogie: L, U, A
Flying Phlegm: L, R, A
Taunt: L, D, A

Divine
Spin: L, U, R



Head Scissors: R, R, R
Opera: D, D, U
Taunt: L, R, U+A

Crusher
Ground Slam: U, D, A
Wind Up Kick: L, L, B
Horn Throw: L, U, A+L, R, A
Taunt: L, R, U+A

Bruiser
Cannonball: C, D, D
Cyclone: R, D, L, U, A
Jumping Jacks: U, D, U, D
Taunt: A+B+C

Boomer
Handstand Kick: L, L, RD, R, R, B
Self Destruct: R, D, L, U, A
Head Bowling: L, R, B
Taunt: L, R, U+

MEGA DRIVE

STREETS OF RAGE 3

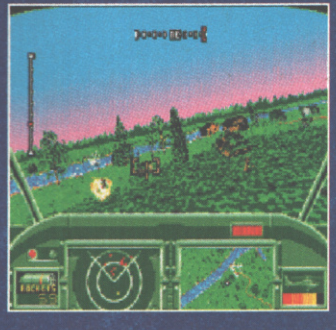
Following on from last month's guide, here's how to pull off each character's special moves courtesy of our very own Rik.

Zan:
Multiple Blitz: X and UL twice.

Skate:
Jump Kick: X and DR twice
Flash Kick: X, L, UL, U (continuous motion)

Blaze:
Longer Jumping Attack: X and F, UR, U (continuous motion)
Power Slide: X and D to U semi–circle.

Axel:
Stationary Attack: X, D, DR, R (continuous motion)
Dragon Punch: X, anti–clockwise semi–circle from LEFT to RIGHT



MEGA CD

THUNDERHAWK

For one of the best games on Mega-CD (but that's not too difficult is it?) here's a cheat that will provide infinite armour and weapons. When playing the game, PAUSE and press UP, RIGHT, LEFT and DOWN. Much respect to Will Rice of London for that one.

XTRAS

SUPER BATTERY!

New from battery monsters Ever Ready is the Energizer Hi Energy Lithium battery. Boasting a running time up to seven times longer than other batteries they're great for power suckers like the Game Gear. Other benefits include their 30% lighter weight and the fact they contain no environment harming mercury or cadmium. Downside is price. At £5.99 for two, they're not cheap but if you can afford it we reckon they're amongst the best around.

MORE LMP GOODIES

Following on from LMP's excellent Mega Drive and SNES joypads featured in last month's Extras, the Hertfordshire-based firm have kindly supplied us with more goodies from their extensive catalogue. Highly recommended are the Action Packs for the Game Gear and Game Boy. The Game Gear pack comprises a zip bag to keep your handheld snug, a screen magnifier and a power supply all for £24.99. Five pounds cheaper is the Game Boy pack in fact. The Zip Bag is obviously smaller but the magnifier includes a light (which requires two AA batteries) and allows the Game Boy to be played in poor light or even in the dark. A power pack is also included.

We've also become rather attached to the Power Pack Plus (£19.99) and Power Grip Plus (£29.99), available for the Game Boy and Game Gear respectively. Plugging into the battery compartments the Game Boy product offers 10 hours play, the Game Gear 2.5. Excellent for saving on batteries and of more interest to us, avoiding the hassle of trying to find an empty power point in this building!

HELP!

So you're all at sea and feeling afloat in an ocean of new machines? Which one's the best? Well, throw away those baby inflatable life rings, and would the next man overboard please meet the captains of our help section...

KEYBOARD AND PRIMAL JAG?

I've just purchased a Jaguar and would like to know if there'll be a keyboard attachment. And will the Atari Primal Rage coin-op be converted to the Jaguar? Also, can you get a SCART connection for a UK Jaguar?
David Fisher, Belfast

When Atari first announced the Jaguar, we were also told that a Jaguar 2 console would be developed as well as a computer that would use the Jaguar's circuits. No more news on these as yet, but there's no reason why a keyboard couldn't be designed for the current Jag console. Time Warner will be releasing Primal Rage on Jaguar, while a SCART and audio lead for the Jaguar will cost around £15. This provides a sharper picture but doesn't speed up or remove borders off the games – that's not possible with a UK machine.

WHAT CONSOLE DO I WANT?

I want to move in to the world consoles so I'm considering buying a CD32, Jaguar, 32X or something else. What do you recommend? Also, what overall mark would you give Cybermorph on the Jaguar today?
Paul Georgenson, North Wales.

Technically, the CD32 is a fine machine, but many developers fail to explore the potential it offers. With the superior Saturn, PlayStation and Ultra64 consoles waiting in the wings the chances of the CD32 competing equally are very unlikely. With the Jaguar there's plenty of potential, but Atari is being cautious about its marketing and is now looking to develop a stronger selection of titles over a much greater period of time than expected. Certainly the PlayStation seems to be a big favourite at this time, and the software for it is looking impressive. Evidently, the 3DO, PlayStation, Saturn and Ultra 64 will be the consoles to get if you want to play accurate coin-op conversions – depending on what you can afford. Sega's 32X is also likely to take the coin-op route, but technically this system isn't equipped to offer the best performance. So, if you want a machine this side of Christmas, go for a Sony PlayStation on import. Alternatively, Nintendo's Ultra64 is likely to be the dream machine it promises by the close of 1995.

Oh yes, Cybermorph. We gave this 79% in our January issue, but today it's probably worth around 60% even as a freebie. The graphics are still good but it severely lacks long term gameplay.

GAME TIPS

PC

DOOM

Thanks to Andrew Castle for phoning in with these cheats to the evergreen PC classic.

IDCLEV19 Transports player to Military Base.
IDCLEV29 Transports player to Fortress of Mystery.
IDCLEV39 Transports player to The Warren.

AMIGA

BENEFACTOR

Fancy a list of all the pass words from this Flashback-esque puzzler? Thought so. Here goes then:

Underworld levels:

1. Afraid of Fungies 3MQLGPQLGP
2. Trick Jumping 3213J2HPQL
3. Keep Your Feet Dry 3MQL4PSNQR
4. Silents 3NQL2Q4JC4
5. Release Order 3NQLGQQLGQ
6. Troubleshooting 6NB3JN3PQ5
7. Turn Run, Turn 3LQLN4T4QR
8. Follow the Signs 3MQQM5MM3Q
9. Let's Roll 14QHNVPGM5

Tombs of Terror
10. Double Trouble 3CQMGQMQG
11. Mind the Flames 1MQDRPPCQ4
12. Switch-O-Mania 3V13FF2MJJ
13. A Mother of a Blow QPHDJSKGMV
14. Greed Wastes Time 3NQLQQQLQQ
15. Hang Tough QBB1PBCBQC
16. Lemmings? M2CNBFBM12
17. Order is Crucial MMQPGPQPGP
18. Easy Jumping MG3QMKM5Q54

Treetop Rescue
19. Bouncy Bouncy MMQP4SRQR
20. Unreachable MD1M1D1M1D
21. The Fog That Be MX3QGLFND3
22. The Bungee Trap MF1MJFHTQM
23. Down 'n' Load MF1M2FFRQK
24. Bring Down Your Axe M6KRJN3PHL
25. Flatback Action M4KRLTLSM5
26. Running Colour M2QQR3PPQH
27. Fennel Jungle MMQPSP4NQN
28. Weightwatchers MNQP3QSRKS

GAME GEAR

MORTAL KOMBAT 2

Small but perfectly formed is the verdict on this smart handheld version of the even smarter coin-op. And thanks to Paul Laurence from Stockton the game is made even better once all the special moves have been learnt. So get learning!

Jax
Special Moves:
Face Pound: F, F+1
Energy Wave: D, B+2
Ground Quake: Hold 2 for three seconds
Back Breaker: Blk (mid air)

Spikes: F, B, F, 1

Fatalities: F, F, 1,1,1,1
Kitana:
Special Moves:
Fan Toss: F, F, 1+2
Fan Swipe: B+1
Fan Lift: B, B, B, 1
Square Wave Punch: F, B,
Spikes: F, B, F, 1
Fatalities: Hold Blk, F, F, F, 2
Liu Kang:
Special Moves:
Fireball: F, F, 1
Ducking Fireball: F, F, 1, D
Flying Kick: F, F, 2
Bicycle Kick: Hold 2. Release.
Spikes: F, B, F, 1
Fatalities: D, F, B, B, 2

Mileena:

SNES TO MAC CONVERSION

I'm about to make a drastic move from my SNES to a Macintosh computer and I need some help.
1) What's the difference between the Apple CD300 and the Power CD drives?
2) What's the difference between the 68LC040 and a 68040 processor and can I upgrade from a 68040?
3)What's the difference between a Quadra 660AV and a Quadra 650AV?
4) Will Quadras and Centris Macs get cheaper?
5) From what you've told me which Mac should I buy?
Christian Vondermeule, Belgium

1)The Apple CD 300i is an external CD-ROM drive which unlike its predecessors does not require a caddy and is the fastest drive Apple makes. The Power CD is a single speed drive, but it's portable, and can be used as a CD Walkman. It also has a facility to plug straight into the telly to be used as a Kodak CD viewer (although the 300i can be used for Kodak CDs, it can't be plugged into the TV).
2) The difference is that the 68LC040 processor does not have a maths-coprocessor. This won't make much difference unless you do lots of spreadsheet work or 3D rendering. For upgrading there are two options: A Logic board upgrade which is expensive or Math–coprocessor software. This is slow, but cheap (£30-40) and probably your best option.
3) There is no such Mac as the 650AV. There was a Quadra 650, which was discontinued. The 660AV is based on the Quadra/Centris 610, but with the bonus of DSP processors for graphics applications.
4) Yes.
5) If you want a fast, inexpensive machine, then look at the new Macintosh 630. It's got a 300 CD-ROM drive built-in, a big hard disk, upgradability and the option of a TV tuner to impress your mates with. Plus a remote control for the CD and TV, 16-bit stereo and video input and output sockets. Impressive eh?

PC POSERS

Is there a vast difference between a 486SX and a 486DX PC? Secondly, will the new Sony Mini Disc format be used for computers or consoles?
Keith Munro, Edinburgh.

The main difference between an SX and DX PC is price, so always check what you're getting for your money. An SX CPU doesn't have a built-in maths co-processor like a DX one so it's essentially a lot slower. A 33mhz 486SX system isn't that much faster than a 386DX!

As far as Sony's Mini Disc is concerned, it's unlikely to take off as a computing storage medium until the price gets cheaper (currently around £450), but yes it would be excellent, if prone to piracy.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open every Friday afternoon. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember, there's a software prize on offer for any stupendously excellent or unique tips.

Special Moves:
Teleport Kick: F, F, 2
Roll Attack: B, B, D, 1
Sai Toss: Hold 1. Release.
Spikes: F, B, F, 1
Reptile:
Special Moves:
Acid Spit: F, F, 1
Forceball: B, B, 1
Invisible: Hold Blk, U, U, D, 1
Slide: B, B, 1+2
Spikes: F, B, F, 1
Fatalities: B, B, D, 1 (1/2 screen away)

Scorpion:
Special Moves:
Spear: B, B+2
Teleport Punch: D, B+2
Air Throw: Blk (mid air)
Scissor Kick: 1/2 circle away, 1
Spikes: F, B, F+1
Fatalities: U, U+1

Shang Tsung:
Skull Bolt: B, B, 1
Morph to Kung Lao: 2+B

Morph to Sub–Zero: 2+F
Morph to Kitana: 2+D
Morph to Reptile: 2+U+L
Morph to Mileena: 2+U
Morph to Scorpion: 2+D+L
Morph to Jax: 2+D+R
Spikes: F, B, F, 1
Fatalities: Hold Blk, U, D, U, 1
Sub Zero:
Special Moves:
Freeze: D, F, 1
Ground Freeze: D, B, 1
Slide: Blk, Blk, 1+2
Spikes: F, B, F, 1
Fatalities: F, F, D, 2, F, D, F, 1

LYNX

It seems like there's still a bunch of die–hard Lynx owners out there, so to keep them happy here's a round–up of Lynx tips courtesy of Dutchman Barry Schut. Cheers Bazza!

GAME GEAR
BATMAN RETURNS (IMPROVED VERSION)

On the title screen hit UP 8 TIMES, DOWN 12 TIMES, LEFT 15 TIMES, RIGHT 19 TIMES AND OPTION 1 27 TIMES. Go into the game as normal, then when playing PAUSE the game and press PAUSE, OPTION 1 and PAUSE to skip levels or PAUSE, OPTION 2 and PAUSE to be invincible.

GAME GEAR
RAMPAGE

For a welcome level skip go to the player select screen and press PAUSE TWICE. Then on the NEWS PAPER screen, PRESS and HOLD OPTION 1 and press UP or DOWN to skip through the 61 levels.

GAME GEAR
GATES OF ZENDACON

Did you know there's a hidden level in this game? To access it go to the pass word screen (by pressing OPTION 1) and enter TRYX and press A or B to start. As the gate screen disappears press DOWN–FORWARD. Enter the first gate encountered. This should transport you to a nameless level where every weapon is available and where you'll get a chance to shoot at the developers.

COIN-OP
PRIMAL RAGE

Discovered Primal Rage in your local arcade yet? Well check it out, it's ace. And while you're at it you might want to give these special moves a whirl.

Diablo
Fireblast: High Hard + Low Hard, U-B, D-B, D-F
Killer Fireball: High Soft + Low Soft, U, U-F, F

Blizzard
Ultra Punch: High Hard + Low Hard, B, F
Ice Blast: High Soft + High

HELP!

FULL MOTION ANSWERS

I'm trying to convince my other half that we need a new console and could do with some questions answered.
1) Which of the new systems comes with FMV built-in?
2) Are FMV movies playable on any supporting machines?
3) How do the new CD machines save games?
4) Do the new consoles have monitor and hi-fi outputs?
Clive Marner, Nottingham

1) None of the new consoles come with built-in FMV. As FMV only tends to be used for movies currently the add-on is sold separately to keep the main unit price low. The CDi-450 however, is bundled with a Digital Video board but it costs quite a bit.
2) Philips is responsible for CDV films. The early movies will only run on CD-i machines, but all the recent titles are generic.
3) All the CD consoles save to DRAM, but this only permits a few saves which isn't much use. The most elegant is the PlayStation which uses a slot-in card above the joystick port. Apart from being able to save many games these cards can be used to add extra levels to existing ones too.
4) All the new consoles we've seen have L and R audio outputs because obviously you can play audio CDs on them. Although the new console's visual outputs vary, there's always a suitable lead for connection to a monitor. Don't worry.

3DO ADD-ON

I'm thinking of purchasing a Panasonic 3DO and have a few queries:

1. Will the cartridge add-on for the 3DO have the same specification as the Bulldog?
2. Is the 3DO capable of producing games like Daytona USA?
3. Will the 3DO have a VR helmet?
4. What about a keyboard and printer?
L. Weston, Leicestershire

1. Yes.
2. Yes, although the graphics wouldn't be quite as sharp on a standard 3DO. It remains to be seen what the Bulldog is capable of, but judging by its spec Daytona USA shouldn't prove a problem.
3. Possibly
4. Again, it's a possibility but there's no news as yet.

GAME TIPS

Hard, D, U

Vertigo
Energy Blast: High Hard + Low Soft, B, B
Long Range hit: High Hard + Low Soft, F, F

Chaos
Charging Attack: F, F
Mega Throw: High Hard + Low Hard, F, B

Armadon
Armour Attack: High Hard + Low Soft, D, U
Horn Death: High Soft + High Hard + Low Soft, D, F, U

Talon
Face Bite: High Hard + Low Hard, D, F
Head Crush: High Hard + Low Soft, B, U+B, U, U-F, F

Sauron
Primal Scream: High Soft + Low Quick, D, U
Head Smash: High Soft + Low Hard, D, U

GAME BOY
AVENGING SPIRIT

So, you think you're a bit good at this game, eh? Well try this code to make it even tougher then see how clever you are.
When the title screen appears hold down Up, B and A. You should here a beep and the game will start in a new Master mode.

SUPER GAME BOY

Another irrevelent tippette, but fun(ish) all the same. Did you know, that when you draw all over the game screen when you run a Game Boy cart through the Super GB, then leave it, a little handyman appears to clean it up after about 30 seconds? This is actually Mario and Luigi's long lost half-brother Adolpho Pizzeria, who was banished from the Mario clan for wearing his dungarees like Kriss Kross.

3DO
JOHN MADDEN FOOTBALL

Pause the game at any point to get to the pause menu and press RIGHT, DOWN, LEFT, UP, RIGHT, DOWN. This should turn the ref into a giant. While pressing LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT shrinks him to a third of his normal height.

MEGA-CD
BRUTAL

To select Karate Croc as your

PANASONIC PULVERISER?

▲ *The softcos choice for number one machine of 1995 and beyond, Sony's PlayStation will face stiff opposition on the technical front from the forthcoming 3DO add-on....*

As you're one of the few mags that seems to cover 3DO I have a few questions:
1) Will a 3DO equipped with the Bulldog upgrade be more powerful than the Saturn or PlayStation?
2) Where can I buy another joypad?
3) Is there any chance of a 3DO supplement, as I know nothing about games like Shadow?
Mike Hughes, Merseyside.

1) An upgraded 3DO will definitely be more powerful than the Saturn or PlayStation, most notably in the number of polygons it can render simultaneously.
2) Computer Exchange (071-636 2666) has 3DO pads at £35 each.
3) C&VG's Tekno section covers all the new machines and games, but mainly the good stuff. Shadow is an inferior beat-'em-up compared to Way of the Warrior.

player, go to the title screen and press UP, DOWN, A, B, C, C, B, A, DOWN and UP.

SNES
STUNT RACE FX

Set the game to Expert level and play on the Night Cruise track. Hit the wall under one of the Starfox adverts, then carrying on racing. On the fourth lap the track splits. Take either the right or left hand path – but don't hit any obstacles. After a few moments Fox McCloud will fly overhead and drop off a power-up.

SNES
JUNGLE BOOK

When the Virgin logo appears press UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP and Y. You'll hear a noise if you're done in time. The option screen should now feature a cheat option.

SNES
KING OF DRAGONS

To choose the same character for both players, as the Capcom logo fades press DOWN, R-BUTTON, UP, L-BUTTON, L, Y, B, X, A. The screen will flash blue if you get it right.

SNES
FATAL FURY 2

Should you feel the need to play as the bosses, on the Takara logo screen press B, A, X, Y, UP, LEFT, DOWN, RIGHT and the L and R Buttons. Terry should say 'Okay' and you'll now be able to select the boss characters.

SNES
STAR TREK: THE NEXT GENERATION

Beam yourself on up to any level you want with this cheat. Wait for the title screen to appear. Now press Y, Y, X, X, A, A, B, B. Now press START to begin the game, and START again to pause it. Finally, press Y to bring up the level select menu.

MEGA DRIVE
JUNGLE BOOK

Pause the game and press B, A, A, B, B, A, A, B, A, B, B, A, A, B, B, A to skip to the next stage. For an extra ten seconds on the timer, pause the game and press A, B, B, A, A, B, B, A.

MEGA DRIVE
SUPER STREET FIGHTER 2

To start the eight-player tournament using the same fighter for each player, go to the battle mode select screen and press A, B, A, B, A, B, B, A. Now just set the number of players to eight and you'll be sorted.

MEGA DRIVE
MEGA TURRICAN

Erm, this isn't the world's most useful cheat. But here goes anyway. Pause the game at any point after level one, then press RIGHT, LEFT, DOWN, RIGHT and A to go back to the previous level. Told you it wasn't that handy. Still, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A and B to play the game with reveresed controls. Ho-hum.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open every Friday afternoon. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.

THE WRITE LINE

We live in the caring, sharing Nineties, so hey! If you've mapped out a level, found a secret part to a game or you've just got a common-or-garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK?) send it in. And if it's any cop we'll print it and share it with the masses. Address your correspondence to: CVG Help!, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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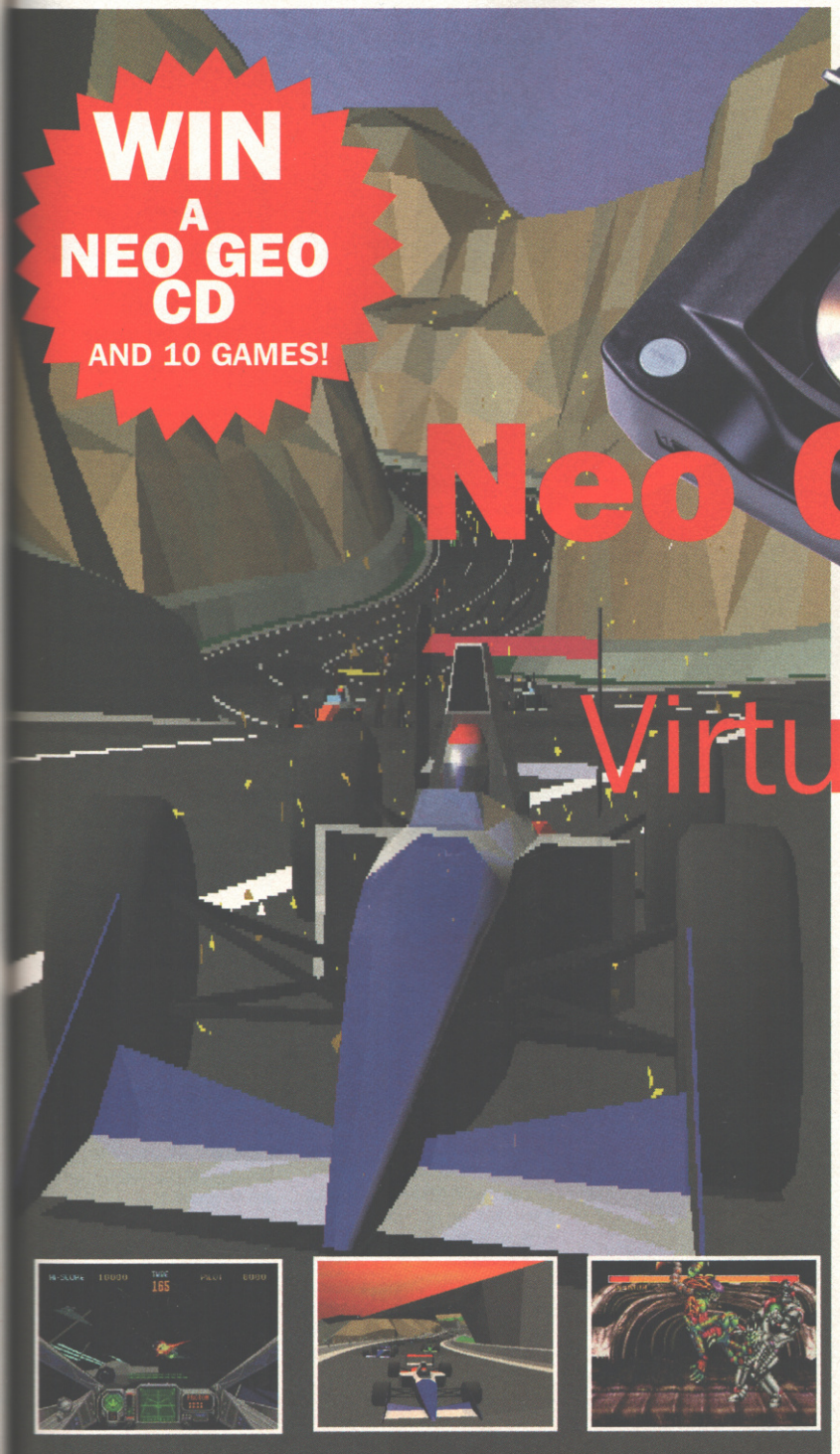

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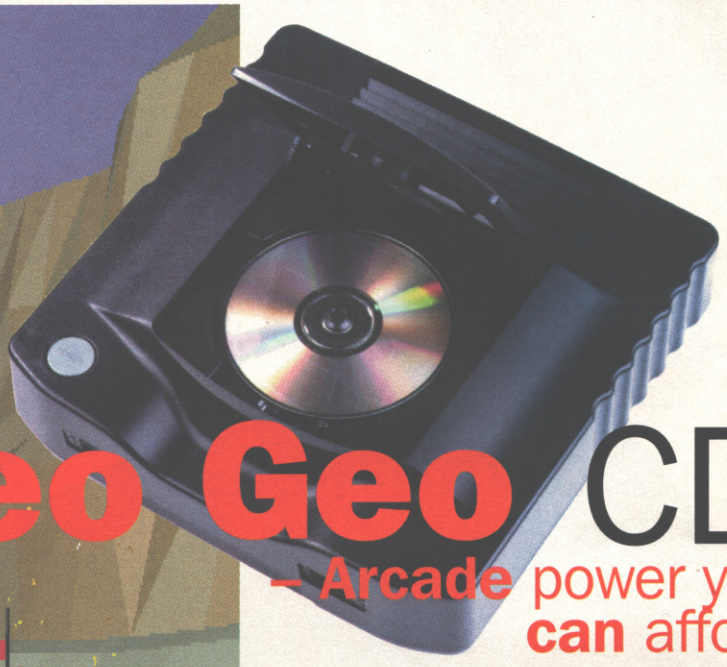

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New kid in town

It's not often we're taken by surprise – but this was really a bolt out of the blue. Of course we'd been wanting to get our hands on a Neo Geo CD, but we never expected to get a call from a company saying that 'Yes, it is coming out, yes, so are the games, and yes, we'll bring one along for you to play with'.

It transpired that the distribution deal was struck a fortnight before the machine came in to us and, amazingly, it would be on the shelves by November 1, along with 14 games. So it's out there now, lurking on the shelves and getting ready for the Christmas rush.

Arcade games

If you're not familiar with the Neo Geo, well then you probably don't get down to the arcades much. For several years now, the Neo Geo has been a favourite of arcade owners all over the country. Not just because it's a fantastic machine, but because it's a cheap, interchangeable system. The cartridge-based home version, which was launched three years ago boasted all the same specs and software, although because of the enormous size of the cartridges (some are in excess of 200M-bits) the games retailed for up to £175. So, it's not as if there were many people out there who could afford a regular supply of software.

Basically the new console is just like the Neo Geo

cd access

In a perfect world the Neo Geo CD would have a quad-speed CD drive, but then again, it would probably cost about a grand. Still, what's a little loading time when you're just about to play some top coin-op title?

Despite that, it's a little irritating waiting for the machine to grab your character from CD when you're used to ploughing straight in on the coin-op version.

This is the frightening title screen which greets you when the machine powers up.

While a game's loading you're 'entertained' by juggling chimps. We'd like to see him try that and drink a pint at the same time, though.

As with most CD-based systems, there's plenty of options for playing back audio discs.

cartridge machine with almost identical specifications and a CD drive. The real difference is that now, with the games on compact disc, they cost more than a £100 less than they did on cartridge, with prices starting at an incredibly reasonable £39.99.

As cheap as the games are, this kind of kit doesn't come with the same kind of bargain-basement price tag. The basic package, which comes with one joypad and a copy of Fatal Fury, will set you back £399. While the multipack which has two pads, Fatal Fury, Super Sidekicks 2 and Last Resort, comes in at £499. However, although the initial outlay seems pretty steep, for the kind of games you're getting it's cheaper than a coin-op, and doesn't take up as much room.

We've got big games

Obviously, a CD isn't the perfect cartridge substitute. For one thing it can't be accessed as fast, which means games take a few seconds to load. To cut down access times the machine has a huge 56M-bits of D-RAM to load the software into, although even this isn't enough when you take into account games such as Samurai Shodown 2, which is an astounding 202M-Bits. This means that some titles need to load in further information when you start playing, such as extra characters and backdrops.

Because producing a game is just a matter of making a few minor alterations then burning off a CD, there's no shortage of software. The basic release policy in Japan is that there will be a constant supply of titles being re-released on CD and that most new games should be launched three months after they've appeared in the arcades. SNK is also trying to attract third-party developers to produce titles specifically for the home system, so there soon could be some surprise titles that you won't even find in the arcades.

Joy joy pad

The Neo Geo's joypad is exceptionally well made. Apart from being satisfyingly weighty, the thumb-pad is micro-switched, so it's clicky and responsive which makes special moves and combos a piece of cake to produce.

Considering that, it's nice to see that they're also reasonably priced – a second joypad will set you back just £24.99.

Back

The Neo Geo CD has a good variety of A/V outputs so it can be connected to almost any system.

Samurai Shodown

£44.99
Out Now
118M-Bits

It was the only game to rival Street Fighter 2 and Mortal Kombat in the arcades, but unlike those it never got the quality of conversion it deserved on home machines. It's very much in the SNK's unique style of beat-'em-up, with hugely over- the-top sound effects and preposterous moves. One thing's for sure and that's Samurai Shodown owes much more to Japanese B-movies than it does to other beat-'em-ups – which is one of the reasons why it was so popular.

The gratuitously violent special moves are also noteworthy since your average player can produce most of them, but the real match winners are purely the domain of the pros – so you're guaranteed a period of total world domination against novice players.

Now that you can own the original for less than the cartridge conversion, this has to be top of the list for new Neo Geo CD owners. Once you've got the game, it's well worth splashing out on an extra joypad because, as good as it is, you can't beat a head-to-head Shodown with a mate.

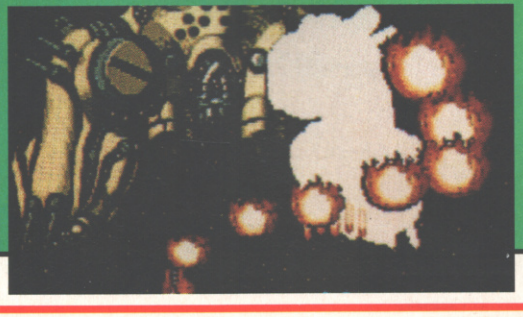
Alpha Mission 2

£39.99
Out Now
47M-bits

Vertically scrolling shoot-'em-ups have all but vanished off the face of the planet this year – that's not the case on Neo Geo, though. Alpha Mission 2 doesn't exactly do much to further the genre, especially since it features more clichés than your average day time soap. One thing it definitely is, though, is tough.

So tough, in fact, that even in the two-player mode isn't any easier – and that's without fighting over who should get the next power-up. What doesn't help is the number of bosses you encounter. The programmers obviously thought this was a good idea at the time, but it often serves to make the gameplay disjointed – and even tougher.

However, there are plenty of you lot out there in Punterville who reckon themselves to be a bit good at shoot-'em-ups. And it's exactly those people who should take advantage of a game like this to see just how clever they really are.

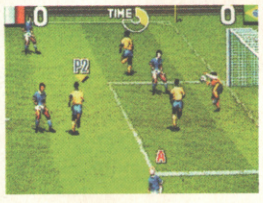


£49.99
Out Now
106M-bits

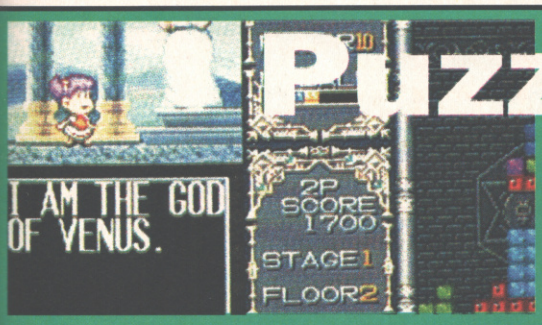
The original Japanese version of the game described itself with phrases like '...the power and presence of full memory action' and 'boil your blood with the sensation of real-life play.' In fact, the games nothing like as outlandish as the claims, and is, in fact, the best footy title for the Neo Geo.

Most of the game is played like a conventional football sim – until you take a long shot, at which point the view changes to an excellent 3D scene where you've got to steer the ball past the 'keeper, or spoon it over while you're marvelling at the graphics.

The only thing we don't like about the game is the Japanese ads for it, which features the flags of such footballing giants as China, Australia and Canada, but makes absolutely no mention of the lads from over here.



Puzzled

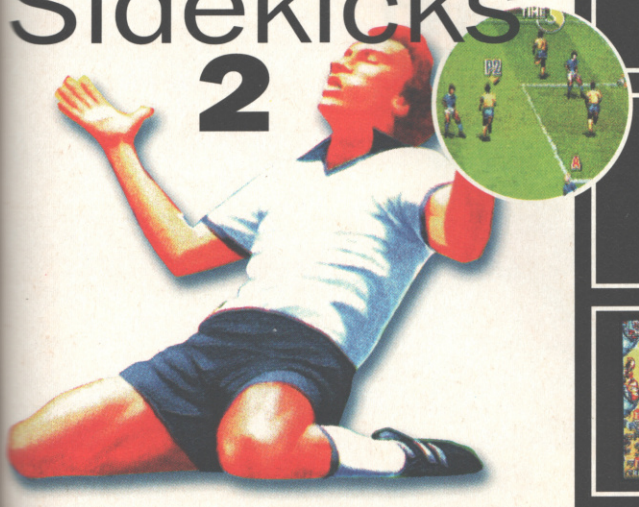


£39.99
Out Now
22M-Bits

Puzzled is the Neo Geo's obligatory Tetris game, which stars two Jap-art characters Am and Rad. Their version of Rad, however, has a far more sensible hair cut and better dress sense than ours, and we are currently looking into the possibility of a trade.

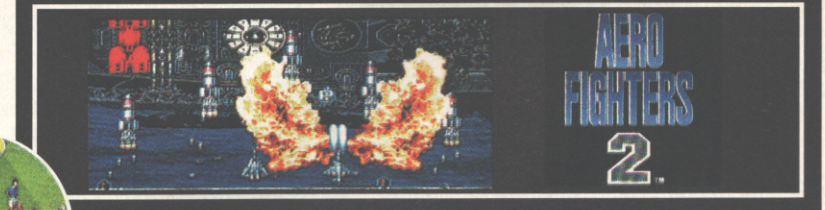
However, it's unlikely that SNK's Rad would want to leave the safety of this excellent puzzler for our cyberoffice in London, which is just as well, really, as the game wouldn't be the same without him. As well as a competitive head-to-head two-player mode there's a story mode which provides handy interludes, although the gameplay is so fast-paced that you end up wandering around for days seeing blocks plummeting down in front of your eyes.

Super Sidekicks 2



coming SOON

No need to worry about lack of software support, look at this merry lot...



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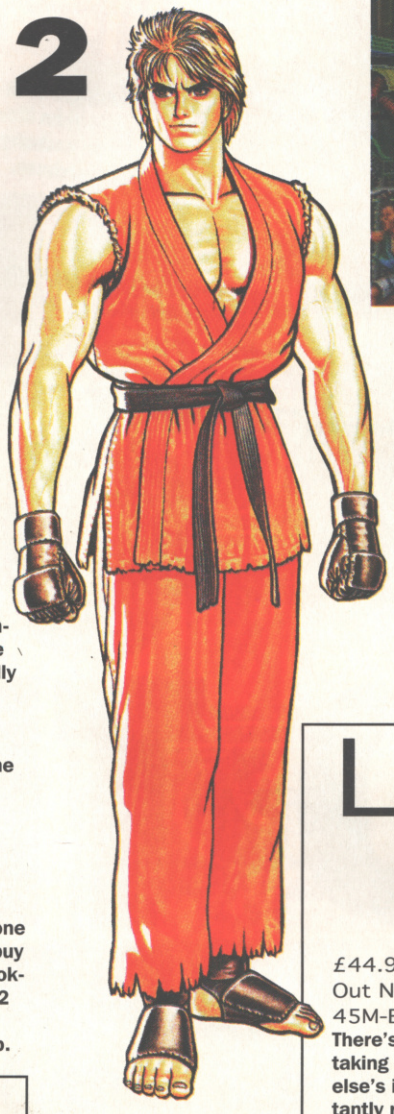
Art Of Fighting 2



£Unconfirmed
Out December
178M-bits

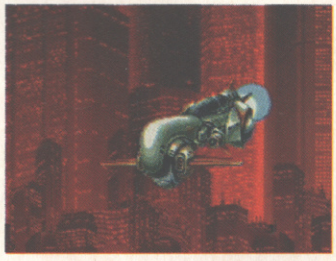
No, really there is an art to fighting other than kicking the other fella in the knackers and running away. In fact, the programmers got it down to such a fine art that we reckon Art Of Fighting 2 puts Street Fighter 2 in the shade.

It's not just that there are more moves, better special attacks and the gameplay is better paced. Or that the graphics are more imaginative and the sound is sonically astounding, or that SNK has managed to push beat-'em-ups further ahead with this one game while Capcom is still telling us that Street Fighter 2 Turbo Extra Dooper Splendo edition is, like, pretty cool, you know?

Basically, if there's one reason why you should buy a Neo Geo CD, you're looking at it. Art Of Fighting 2 has got the lot. It's not just another beat-'em-up.

Last Resort

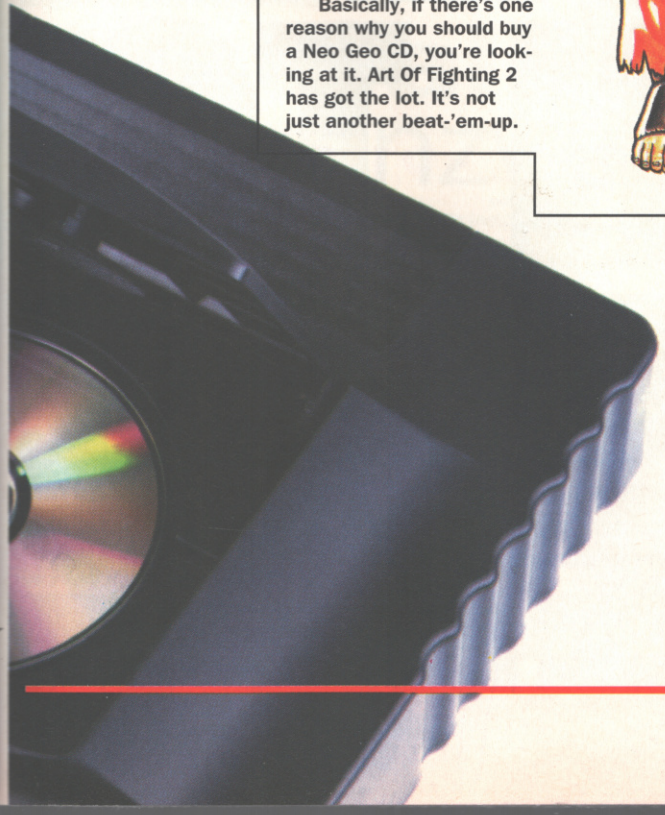
£44.99
Out Now
45M-Bits



There's nothing like taking someone else's idea and blatantly ripping it off. Well, there are a lot of things like it. A lot of gasmes do it. But that didn't deter Last Resort's programmers who obviously saw R-Type, liked the look of it, then beetled off back to their work stations to create their own, and rather sexy version of it.

Perhaps they called it Last Resort because after attempting to throw ideas together their last resort was a trip down to the amusements to feed other people's machines full of Yen. However, credit where credit's due, they've done a blinder of a job on this blaster.

Last Resort is a horizontally scrolling shoot-'em-up loaded with special weapons, bosses, near-endless attack waves and, believe it or not, some original ideas to keep you Neo Geoers happy.



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68 M-Bit

There's not much you can really do with a baseball game that hasn't been done here. The batting's first-person perspective, when you're fielding the sprites are reduced so you can see more of the pitch and scores and outs are rewarded with full-screen graphics.

This really is a game that calls for a human opponent, unless you're a total baseball nut that is – and there aren't that many of those over here in dear old blighty. However, as sports games go on the Neo Geo, this is second only to Super Sidekicks 2. It is a major second, though, so if you're after bit of two-player rough and tumble, go for Sidekicks first.

Football Frenzy

£44.99
Out Now
48M-bits

We all know that this is just rugby for cowards. At least it would be if it wasn't for the multi-million dollar pay packets that drag American students away from their studies, get them playing ball.

As nice as Football Frenzy is to look at, it plays, well, like American football really. Which is all very well if you like the sport, but if you don't it's best to play the alternative rules version. This includes trying to injure players, scoring safety's (the equivalent of an own-goal) or staging a goal-kicking contest. It's entertainment for the small minded, which is probably why we liked it.

And that's not all folks, feast your eyes over this shebang of titles...

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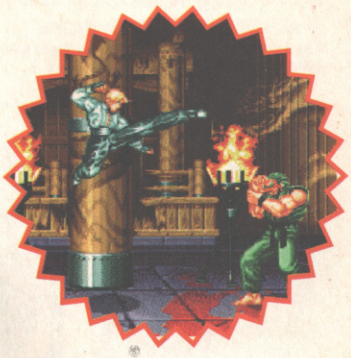
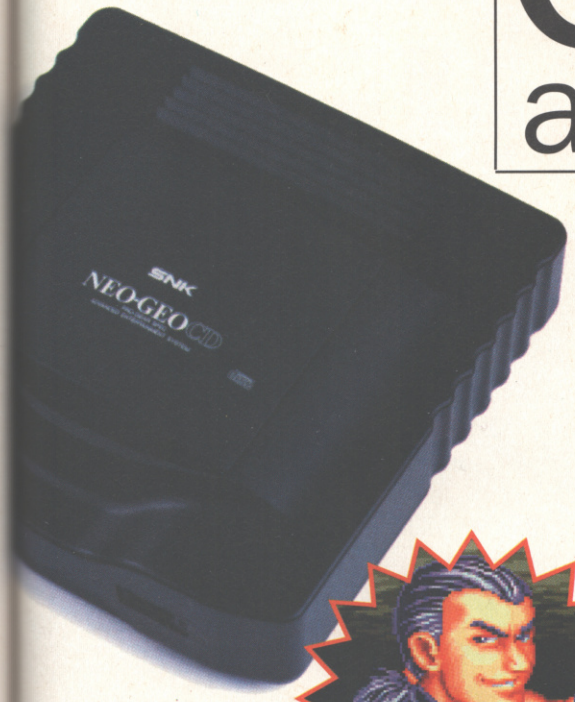
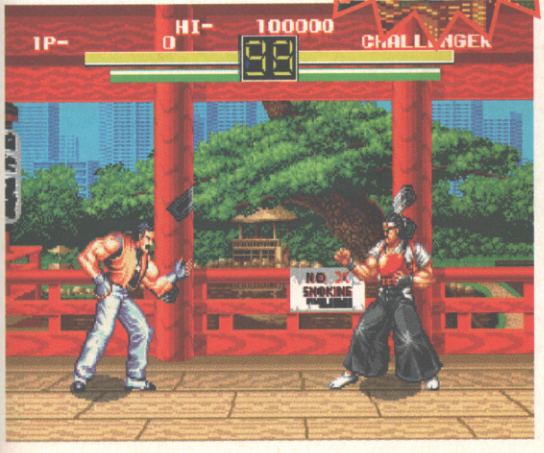
yes! YOU TOO can own a Neo Geo CD!







Dear readers,
Having a lovely time in the office. Loads of great toys to play with, especially the Neo Geo CD console. It's really groovy, especially Art Of Fighting 2. We don't suppose many of you have got one yet, but that's why we're best and you're not.

As we sun ourselves under the warming glow of our fluorescent lights, aired by the breeze of our SMC 12-inch fans and supping on Terrence Piper's finest coffee-style brown drink – we can't help but feeling a little guilty. Just a little.

To salve our conscience we're going to give one of you lucky readers the chance to recreate these utopian conditions in your own home (only without the lights, fan or coffee substitute) by giving away a wonderful Neo Geo CD complete with our 10 fave games. All you have to do is answer these three little questionettes:

You already know we're best, but exactly how many years have we been around for?

a) five years
b) eight years
c) 13 years

How many joypad sockets does a Neo Geo CD console have?

a) One
b) Two
c) Three

Finally, how many games were launched with the Neo Geo CD system?

a) Ten
b) Thirteen
c) Fourteen

Answers on a postcard to ***Gee, shucks, you really are a good comp, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.*** Answers must reach us by 9 January or it's curtains for them, got that?

This competition is open to **everyone in the world** – except employees of Emap, SNK and Thornley Distribution. No **cash alternative** will be offered or correspondence entered in to and the editor's decision is final as he's probably a lot bigger than you are.

■ MEGA DRIVE 32-X
■ Driving ■ £Unconfirmed
■ £59.99 ■ Out Now
■ Mega Drive versions available
■ No other versions planned

TEKNO

CVG HIT!

Virtua Racing Deluxe

Now it comes down it – exactly how much of boost does the 32-X give to your Mega Drive? Well play 16-Bit Virtua then try this, you won't believe your eyes...

Game on

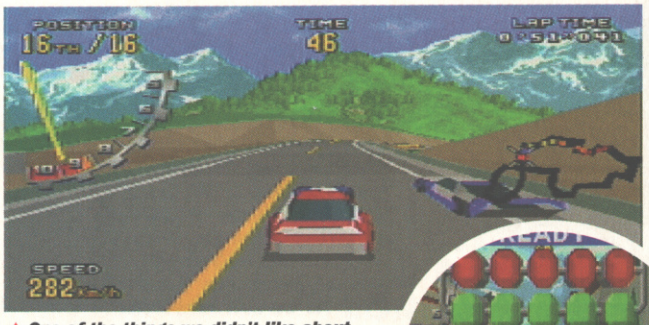
I'll admit to have been standing tall among the sceptics in the face of 32-X, but now I've actually sat down to rattle through the games, I'm a changed man. And of all the ones I've seen, this is, to my shallow mind at least, the best of the bunch.

Virtua Racing, as many of you have probably discovered, is the best driving game to hit the arcades in recent years. Sure, Daytona and Ridge Racer are graphically amazing, but they can't compare to Virtua for sheer up playability. After spending plenty of evenings ramming each other off the track in the arcades we were more than a bit disappointed with Sega's ambitious Mega Drive conversion, which scored 79% in our May issue, but this, thank Sonic, is much better.

Right cheap

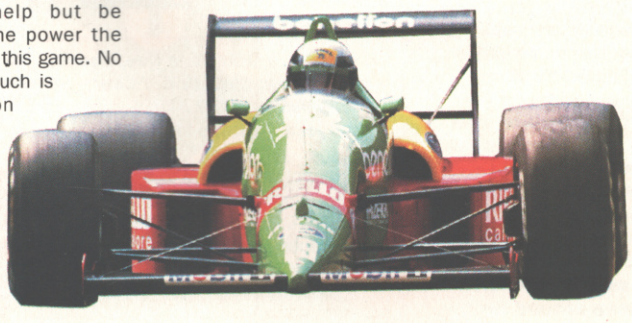
For a machine which costs about a 100th of the price of the Virtua Racing coin-op, you can't help but be amazed by the power the 32-X brings to this game. No matter how much is happening on the screen, the machine copes more than adequately. And it's not just the polygons. The excellent bit-mapped backdrops add immeasurably to Virtua's look. Although the number of polygons is noticeably less in the split-screen two-player game it doesn't affect the gameplay in any way, even though having the tracks drawing themselves a few inches in front of your car is a little disconcerting.

The sound is up to an equally high standard, being a spot-on conversion from the coin-op, right down to the sampled speech. Most of what gets pumped through the speakers would just be impossible on a standard Mega Drive. This really is the icing on the cake, and a very good reason to whack the volume right up and blow up your speakers.



▲ *One of the things we didn't like about Mega Drive Virtua was that you hardly ever saw the other cars. It's a different story here, though, as overtaking makes up a large part of the gameplay.*

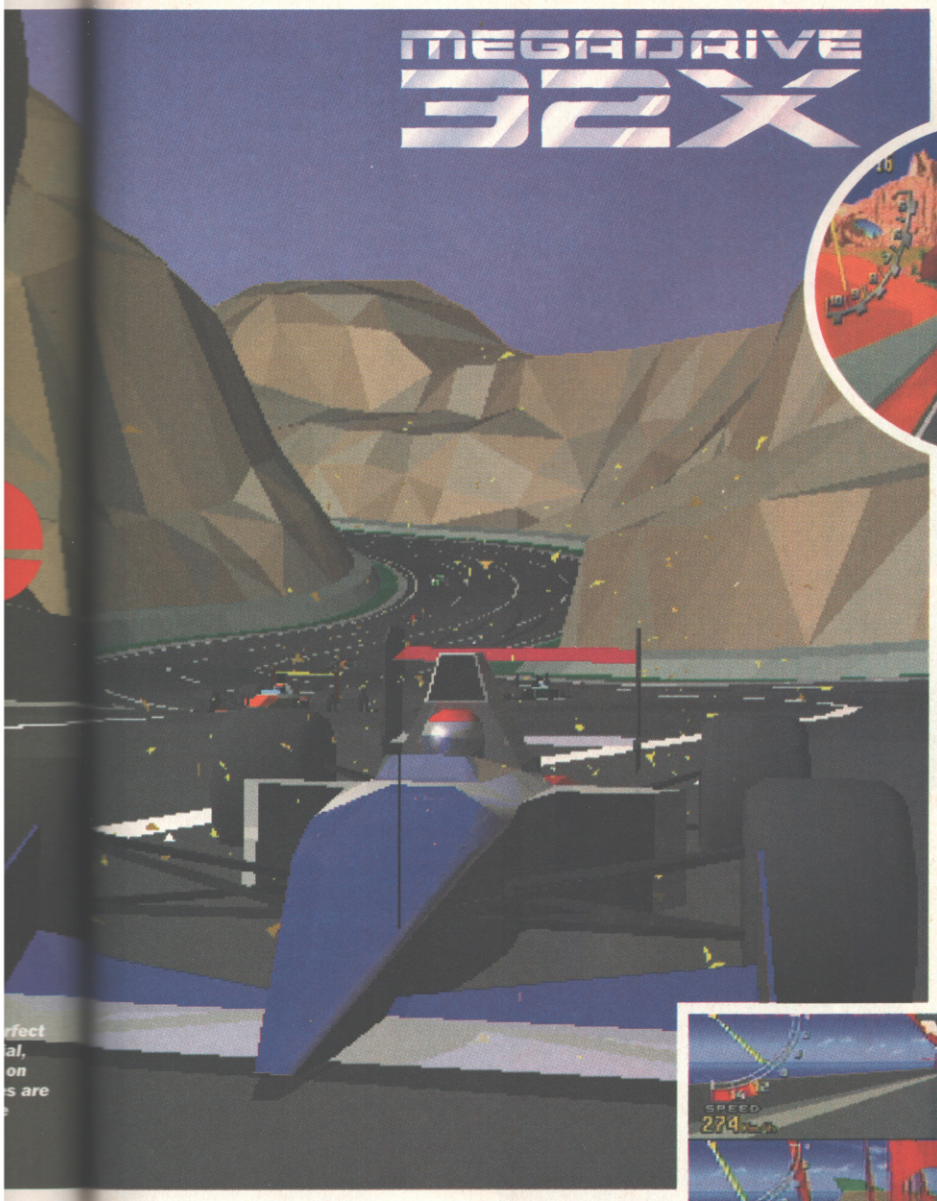
If you've already got Virtua Racing on Mega Drive, and are wondering if this is worth buying as well, our advice would be to go for it. This is a completely different experience. It's faster, better looking and the new tracks are imaginatively designed and flippin' tough.



◀ *Getting the perfect start isn't essential, but if you spin off on the first lap chances are you'll never catch the front runners.*

Viewpoint

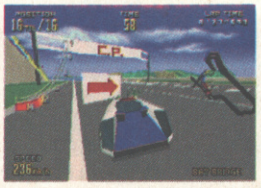
In addition to the four Virtua views, there are two new in-the-cockpit views for the new cars. Easily the best is the stock car, which comes complete with a bonnet that tilts as you steer.



▲ Stick to the left turn and you're up against all the other cars, go down the right side and you've got a nasty turn. Survive that and you'll probably clock in with the fastest lap.

▲ There's nothing like beating a mate in a two-player game – especially if you're a total jam-skier of the Mount Hartley's variety, and you do it so your rival is close enough to watch you sail across the finish line.

▲ The prototype is so fast that crashing once can effectively prevent you from winning – unless your opponent is equally deficient in the driving skill department.

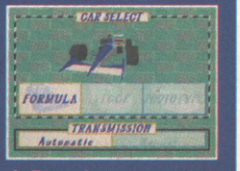


▲ When you've completed a race you can watch your performance in the replay mode, which uses TV camera-type views. No Murray Walker commentary though.

▲ Sand Park is the most impressive track of the lot, with huge tunnels just like this one here. In fact, exactly like this one here, because that what it is.

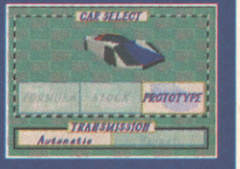
'ello John

The two new cars didn't really add anything to the early preview versions of Virtua Deluxe, but in the final one they completely transform the races. The stock car handles like something out of Micro Machines – fish-tailing and skidding around corners, while the prototype is enough to test Virtua veterans



1. Formula one

Handling: ★★★
Speed: ★★★★★
Acceleration: ★★★★



2. Prototype

Handling: ★★
Speed: ★★★★
Acceleration: ★★★

3. Stock Car

Handling: ★★★★★
Speed: ★
Acceleration: ★★

TEKNO

Virtua Racing Deluxe

continued

Race DAZE

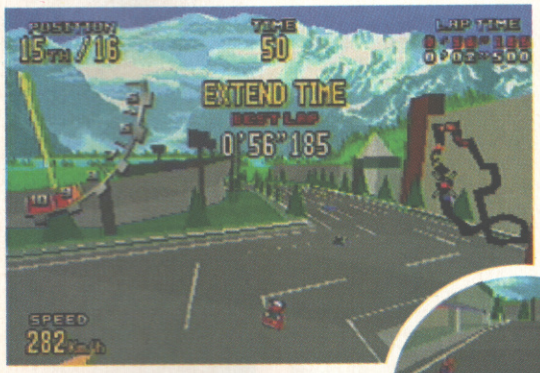
1. The equivalent of a Sunday drive through the New Forest. Virtua veterans will bolt through it.

2. A little trickier, with a few sharp turns. But there's a nice long straight for the prototype car.

3. That sharp U-turn is where most cars will come-acropolis, but do it without skidding and you'll have a record time.

4. A brilliant two-player track packed with sharp turns and decent straights. Brilliant with the prototype.

5. A good course for the stock car with plenty of tunnels and splits in the road, it's easy to beat the computer on, though.



▲ Certain cars are suited for certain courses. The Formula one, for instance, has a tough time with these 90 degree bends, while the stockcar handles them perfectly.

▲ Rumour has it that there might be a cheat which lets you pit the different cars against each other. Good, eh?

◀ The sound effects have been faithfully reproduced from the coin-op – right down the drills during tyre changes.

▲ A couple of the tracks on Virtual Racing have splits in the roads which are basically shortcuts, but are a bit on the tricky side to negotiate.

▼ There's nothing wrong with a bit of self-promotion, except when you're too busy looking at the billboards to steer.

ALTERNATIVE

MEGA DRIVE

■ Virtua Racing

■ Sega/£69.99

There's plent' of impressive polygon-pumping coming from the DSP chip in the cart, but you're paying through the nose for it and the game, ultimately, just isn't as playable as it should be.

■ Issue 150: 79%

SECOND OPINION

Despite its technical brilliance, there's no escaping that Virtua Racing is getting on a bit now and has been superseded by titles such as Daytona. However, Sega has done itself proud with this 32X conversion which instantly renders the title relevant again. The arcade mode has been converted almost perfectly and the new cars add a whole new dimension to the play. Almost a bargain.

RAD AUTOMATIC

VERDICT

MEGA DRIVE 32X

If there was one game that could convince me that the 32-X was a good idea, it was going to be Virtua Racing. The single-player is like an enhanced version of the coin-op, with superb tracks and two new cars which add to the gameplay. It's a totally different prospect to the Mega Drive version, and it's nice to see Sega abstain from reproducing the original, but with a few hundred extra polygons. If you get a 32X, make this top of your games list.

MARK PATTERSON

■ GRAPHICS	94
■ SOUND	92
■ PLAYABILITY	95
■ VALUE	90

OVERALL ■

93

more from core

Always one to jump onto the latest technological bandwagon, Core Design is going all out to bombard the Mega Drive 32X and the Saturn with bigger, better and more advanced versions of its games — with many a new one thrown in for good measure...

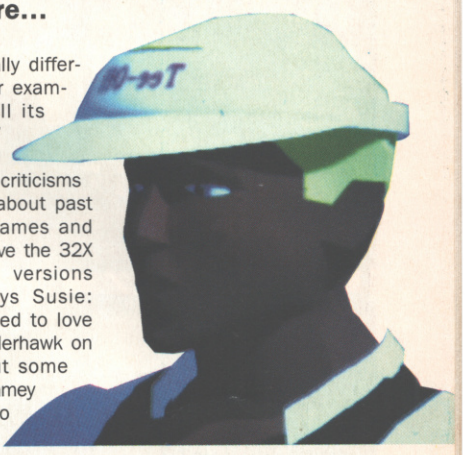
Here's Mr Swagman and these are all his friends. They're going to wreck your dreams because they are what your worst nightmares are made of. ▼

◄ *Dream, oh dreeeeeam... aaargh!*

Up 'til now Core Design has been champions of the Mega-CD with corkers such as Thunderhawk and Battlecorps already under its belt. Now, though, it's time the firm moved on to fresher fields because, according to PR Manager Susie Hamilton: "We've taken the Mega-CD as far as we can, but we can use the experience gained from working extensively on the Mega-CD and put it into practice on the Mega Drive 32X and similarly with the Saturn."

Not, she hastens to add, that the 32X versions of the first three releases due out next Spring – Soulstar, Thunderhawk and BC Racers will just be direct port overs. "You can't do that technically anyway – they'll all be totally different. Soulstar, for example, is having all its graphics redrawn."

Core also intends to utilise criticisms from magazines about past versions of its games and update and improve the 32X and/or Saturn versions accordingly. Says Susie: "Everybody seemed to love the look of Thunderhawk on the Mega-CD but some said it was a bit samey — we're going to take this into account with the 32X version and make the missions more varied so there will be a marked progression." But how do you improve on something like Battlecorps when it was already stunning on Mega-CD? Susie explains: "We don't know yet exactly what we are going to do with it. Naturally it'll be graphically enhanced because it will have 24-bit graphics and there will certainly be all new missions — we'll probably make them more complicated too."



Top titles

Also heading for the 32X in Spring is Tee-Off — a stunning looking golf sim with four fully rendered, 18-hole courses, viewable from any angle and packed with masses of realistic animation which were created using a skeleton system of wireframes which were then moved frame by frame. There are seven modes of play including Practice, tournament, skins, match play, shoot out and a Texas Scramble mode where speed is what counts.

▲ *All four 18-hole courses are fully rendered; check out the realism of the shadowing from the trees and the mountains on the lake.*

And, on the Saturn front (no release dates as yet) comes Fractal Racer — a polygon-generated four wheel drive vehicle racing challenge across fully rendered off road landscapes which aims to beat Daytona as king of the racers.

Then there's Tomb Raiders. All we know about this so far is that it will be a 3D adventure featuring a guy, a gal, a pyramid and some guns. 'Nuff said.

Last, but certainly not least, there's Swagman, an odd-looking game which all takes place in your dreams and has our dastardly anti-hero messing around with said dreams and turning them into nightmares in the likes of graveyards and haunted houses in an action-packed arcade adventure. (Check out out other 32X previews on 139 and 141!)

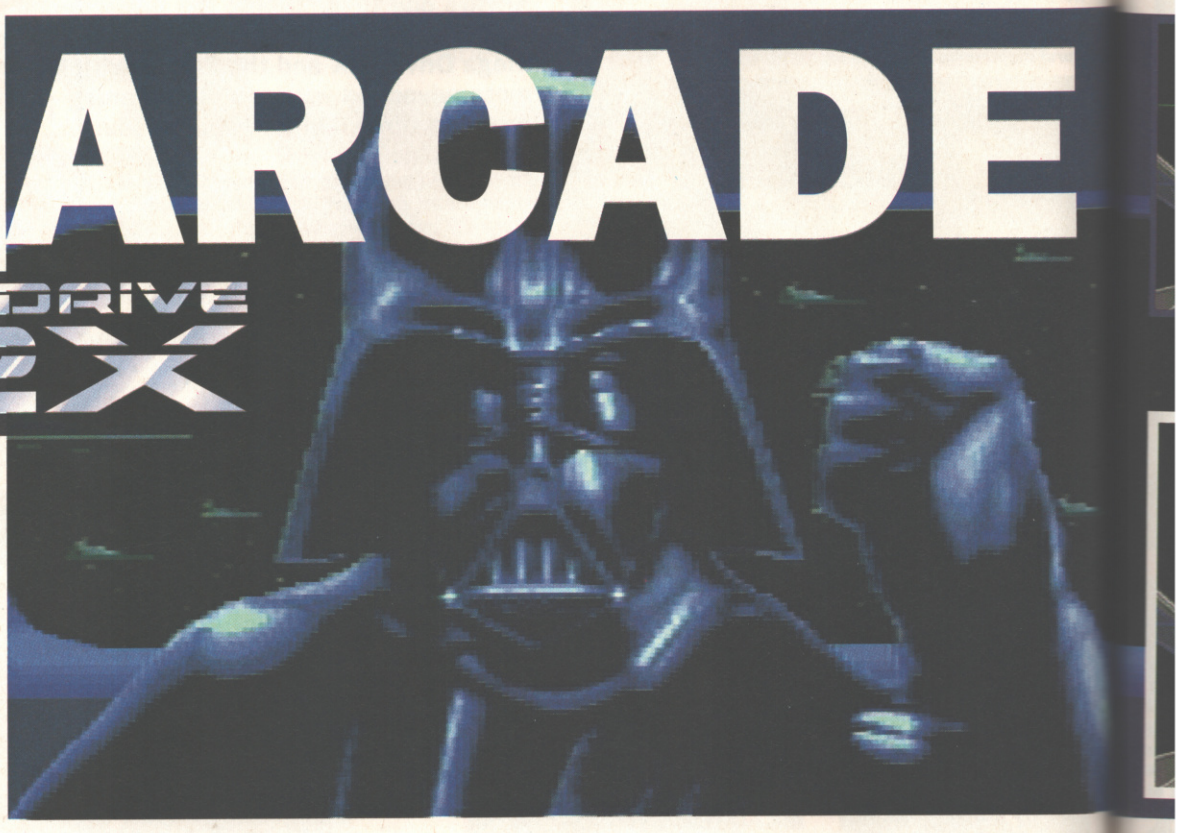
■ MEGA DRIVE 32X

■ Shoot-'em-up ■ Sega
■ £Unconfirmed ■ Out December
■ No other version available
■ No other versions planned

TEKNO

Star Wars ARCADE

MEGA DRIVE 32X



CVG HIT!

A long time ago in a galaxy far, far away... the ultimate coin-op conversion arrives!

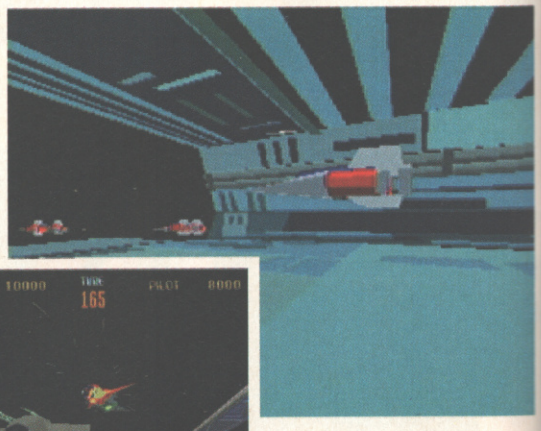
The force goes on

Of all the films released, George Lucas' Star Wars trilogy has influenced more video games than any other. Now Sega is set to take Star Wars into the next generation with its conversion of the recently-released Virtua Star Wars coin-op.

These screenshots really don't do the game any justice. The filled polygons move incredibly smoothly and those of you that thought the Megadrive version of Virtua Racing was smoothness personified, are going to be blown away. On approaching the Death Star it's hard not to be impressed as the polygon monstrosity fills the screen, but by far the most impressive section of the game is when you enter the heart of the Super Star Destroyer and the Death Star. The screen tilts and sways in smooth pixel-perfect detail and, unlike past polygon-based games, you have full control over the ship and there's none of the limiting play area seen in, say, Silpheed.

Evil empire

Starting with preliminary dogfights with swarms of TIE Fighters, later stages involve engaging a massive Star Destroyer before recreating Luke's epic flight into the heart of the Death Star. Nothing original I'm sure you'll agree, however, whereas past Star Wars games involve avoiding masses of vector-drawn space craft, Sega's game makes the most of the 32X's fast processing speed by recreating the many ships and battles using filled polygons — loads of them! The Empire's evil reign is spreading across the galaxy, and only one person can stop them — you. Prepare to make that difference...

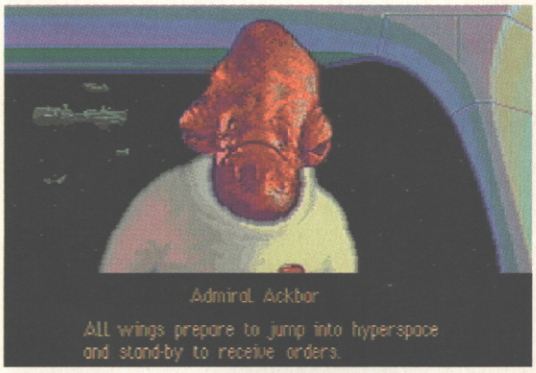


Leaving the safety of the Rebel base and heading for the first TIE attack.

Bring a FRIEND

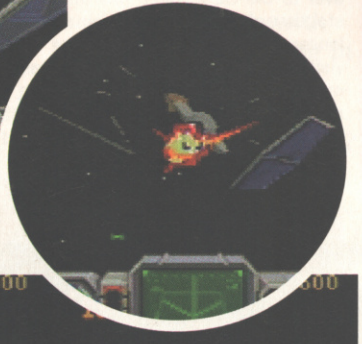
I think I went out with the guy below's daughter once.

As in the coin-op, the 32X version of Star Wars sports a rather nifty two-player mode. While in the one-player game the player is responsible for both steering and protecting the Y-Wing, the task is split when a second player joins in. Steering the craft and minimal attacking facilities falls to the first guy, but the main line of defence is down to the second player who is armed with lasers and lock-on missiles.

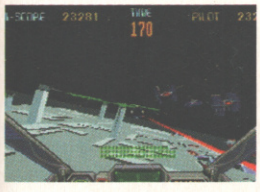


Ooh me asteroids (copyright ancient gags inc, 1957).

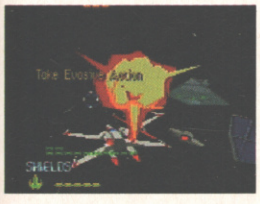
Shooting turrets on the first sweep across the Death Star surface.



A hit, sir! A most palpable hit!



Three TIEs approach from the right, with Vader in the centre of the formation.



Uh-oh! One too many hits and you'll see your plans for glory turn to dust.

The small green icons to the centre of the screen indicate how many more ships need to be hit.

Time's running out, and there's still fifteen TIE Fighters to destroy.

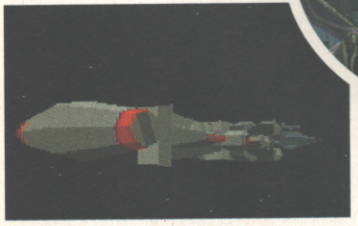
▲ *"Just look at the size of that thing..."*

▲ *Star Jumping to the next combat zone.*

▲ *A torpedo locks on to a rogue TIE.*

▲ *Under attack from a massive Star Destroyer.*

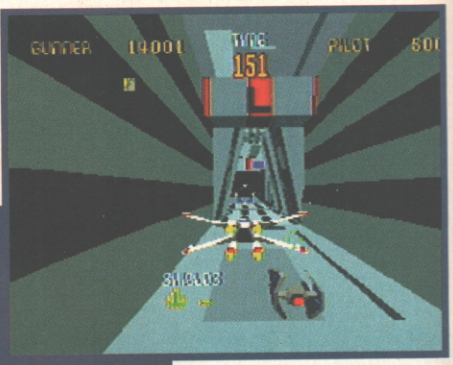
▲ *That's pretty. Pity there's an asteroid field behind it.*

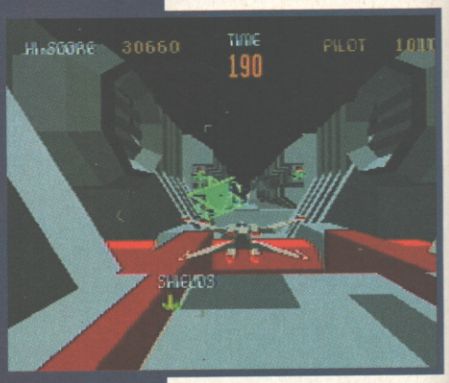


▲ *This looks like a space whale. But I don't think it is.*

▲ *"Red Five, I'm going in."*

▲ *Amidst an asteroid field, another TIE bites the dust.*





32X or arcade, sir?

On plugging the cart in, Star Wars offers two different game styles. The first is a straight conversion of the arcade game with all the levels recreated in full, whilst the second is a more fleshed-out '32X' version. Whilst the levels are virtually the same as those of the arcade game, Sega have stepped up the number of dog-fights against the TIE with up to three energy-sapping battles paving the way towards the first major strike against the Empire fleet.

SECOND OPINION

It's good to see that rather then just port Virtua Star Wars over to the 32-X, Sega has taken time out to add new stages and bolster the original ones by making them longer and more challenging. The result is a fast-paced, visually impressive tribute to a classic film which also manages to cram some fast blasting gameplay into the mix. Oh, and did I mention the brilliant John Williams score which sounds like it's being played directly off a CD? I could go on for hours...

MARK PATTERSON

VERDICT

32X

Frankly, Sega couldn't have chosen a better game to launch the 32X. The Virtua Star Wars coin-op was all presentation and no content, but by adding an enhanced 32X version, Sega has given users the best of both worlds. In terms of appearance, this conversion is jerkier than the coin-op, but the differences are minimal and will be forgotten in the heat of battle — I defy you not to be impressed as you battle your way towards the reactor core in the Super Star Destroyer!

RAD AUTOMATIC

GRAPHICS	93
SOUND	90
PLAYABILITY	91
VALUE	90

OVERALL

90

TEKNO

MEGA DRIVE 32X

WORK IN PROGRESS

■ MEGA DRIVE 32X

■ Shoot-'em-up ■ Sega

■ £Unconfirmed ■ Out January

■ Mega Drive and Amiga versions available

■ No other versions planned

Afterburner

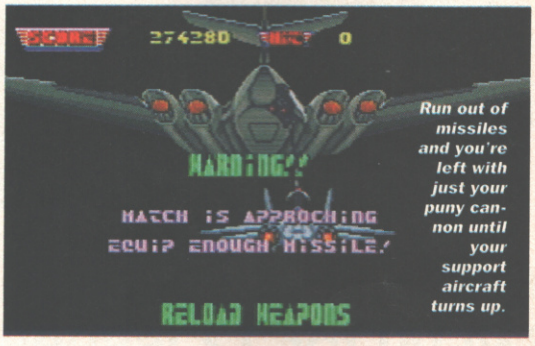
New technology, old game. Will Sega's blast from the past cut any ice seven years on...

The original Afterburner coin-op had the two ingredients that used to guarantee a machine's success – it was very loud and had a gimmick in the form of a reactive joystick. You don't get the stick this time round, although it's still loud and, frankly, rather impressive.

Even though it isn't fully finished, the version of Afterburner we've been playing is coin-op perfect, right down to the speech, rolls and Outrun car of the original. Which begs the question has this been ported straight from the coin-op? We reckon it was, which isn't a bad thing. And if that's the case let's hope Sega does more coin-op perfect conversions. Whether or not people will want to spend their money on a game this old remains to be seen. Whatever happens, we're looking forward to it.

The 32X version of Afterburner, thankfully, bares no resemblance to the rather poor Mega Drive one.

It's the old Sega Enterprise, back in the days when a Mega Drive meant getting from London to Birmingham in 40 minutes.



Run out of missiles and you're left with just your puny cannon until your support aircraft turns up.

WORK IN PROGRESS

■ MEGA DRIVE 32X

■ Shoot-'em-up ■ Sega

■ £Unconfirmed ■ Out January

■ Mega Drive version available

■ No other versions planned

Space Harrier

Another blast from Sega's past, with this one clocking in at 10 years old. Nostalgia or a convenient conversion?

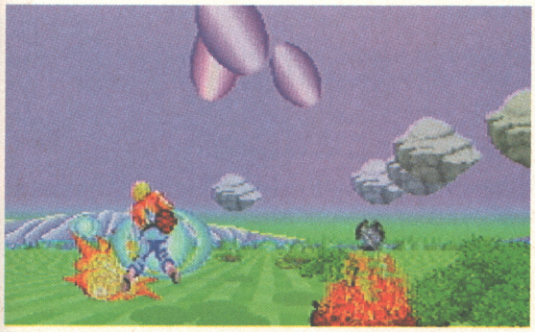
As the senior partner in Sega's retro trip, Space Harrier seems to have been around forever. That's not to take away the fact that the original game was really a very playable shoot-'em-up, and is an extremely novel title for the time. But its reputation has been somewhat tarnished over the years by some very rough home versions along the way.

This is completely the opposite to those conversion calamities you'll be glad to hear being, like Afterburner, true to the coin-op. There's the little bloke in the red bomber jacket still charging along, and over, a chess-board landscape blasting dragons, alien bugs and Easter Island stone heads with his portable hoover.

It's not what you'd call breaking any new ground on the gaming front, in fact it's quite the reverse once you've seen shoot-'em-ups like Star Wars Arcade. However, Sega is hoping, in part, to cash in on the sheer nostalgia value of the title which, on the face of it, has attained genuine classic status.

If you've got a hankering for a bit of Harriering you'll be able to try it out for yourself when the game's released in January on Mega Drive 32X. In the meantime watch out for the review in the near future.

▲ *The 32X handles the sprite scaling of the 3D graphics perfectly. It ought to as it's more powerful than the original coin-op.*



▲ *Colliding with the levitating rocks and high-energy mulberry bushes is fatal. The original game appeared before auto-fire routines in games, so it calls for some serious trigger pumping.*

▲ *Space Harrier was the original rock hard game.*

Q: What should be at the top of every Real Gamer's list this Christmas?

A: How about a subscription to CVG!

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TEKNO

MEGA DRIVE 32X

WORK IN PROGRESS

■ MEGA DRIVE 32X

■ Beat-'em-up ■ Sega

■ £Unconfirmed ■ Out January

■ No other versions available

■ No other versions planned

Cosmic Carnage

It's Carnage 'cos there's plenty of death and it's Cosmic because it's been programmed by hippies. Probably.

OK, so maybe there aren't any hippies involved in the game, otherwise it would probably be entitled 'Cosmic can't we come to, like, a rational resolution through reasonable verbal discourse. Man'. No, thankfully this is big aliens, big weapons, big armour, big blood and body parts flying across the screen, just the way many gamers like there gaming software, don't you find?

The graphics are the largest we've seen in a beat-'em-up with smooth animation and plenty of smart moves – including fatalities. It also uses Neo Geo-style camera zooming to close in on the action when the characters close in to one another. Out of the next batch of 32X software releases, this looks like being the biggest. Watch out for more shots next month.

WORK IN PROGRESS

■ MEGA DRIVE 32X

■ Carve-'em-up ■ Sega

■ £Unconfirmed ■ Out December

■ PC, Jaguar versions also available

■ Ultra 64 version also planned

Following on from last month we've now had our hands on a 90% complete version of 32X Doom, and here's how we got on...

Doom

Despite having to make a few small compromises in the form of a border around the screen and a few less levels, Sega has managed to produce a lightning-fast version of Doom for the Mega Drive 32X. It sticks closely to the PC original, with familiar level maps and all those secret rooms you need to discover if you want to get the best weapons early. The most positive sign has to be that none of the violence has been sacrificed. It's just as bloody as it ever was. So you can run amok with a chainsaw until you run out of petrol.

▲ *There's no namby pamby, censored version of Doom for the 32X. Blood, guns and chain saws ahoy!*

out now...

This section's to remind those with short memories what we told you last month was coming out this month... ermm what was I writing again, oh yes, current releases... ermm what magazine am I writing for again? (Cue Out Nows – Ed.)

carts

RED ZONE

- MEGA DRIVE
- issue 156
- 93%

This helicopter sim controls like a dream and there's a good mix of air and ground combat missions. The words 'this', 'buy' and 'game' spring to mind.

carts

EARTH-WORM JIM

- SNES/MEGA DRIVE
- issue 156
- SNES 90%/MD 88%

Yes it's another platformer, but it's so entertaining and imaginative that this game will keep you in astounded mode with its ace graphics and ear-bashing sound.

cd

WAY OF THE WARRIOR

- 3DO
- issue 156
- 83%

More blood and gore than a Quentin Tarrantino script, this beat-'em-up takes the best bits of Mortal Kombat and Street Fighter, and puts them on the 3DO to stylish effect.

cd

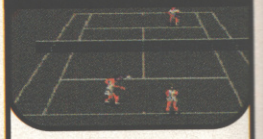
BURNCYCLE

- CD-I
- issue 156
- 90%

The best FMV game around with live action that really adds to the gameplay and atmosphere. Shoot-'em-up, exploration and puzzles in one cart *and* a good plot.

handheld

PETE SAMPRAS



- GAME GEAR
- issue 156
- 88%

Like Micro Machines, this allows two-player action on one machine. Play in a knockout or tournament mode and win loads of tennis matches all round the world.

handheld

SAMURAI SHODOWN

- GAME BOY
- issue 156
- 85%

This coin-op conversion of Takara's fierce and furious beat-'em-up is surprisingly good. Great fighting action and large well drawn sprites to boot.

pc/amiga

UNIVERSE

- AMIGA
- issue 155
- 87%

This point-and-click affair has been carefully crafted in a stunning 256 colours and combines some great arcade sequences with some cryptic puzzling gameplay.

handheld

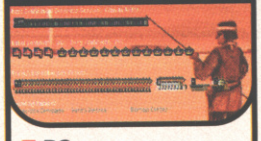
PROBO-TECTOR 2

- GAME BOY
- issue 155
- 84%

Overhead and horizontal scrolling combined in one five level shoot-'em-up. You get some hefty hardware from level one that can be upgraded into something even heftier.

pc/amiga

COLONI-ZATION



- PC
- issue 156
- 90%

Here's the latest epic from the inimitable Sid Meir. Adopt expansionist policies and keep the natives happy and you'll still go wrong as this is one hard and demanding game.

pc/amiga

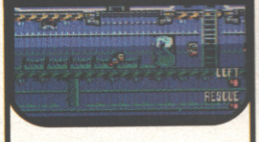
RISE OF THE ROBOTS

- PC
- issue 156
- PC 90%

We mistakenly said this beat-'em-up was from Konami. Sorry Time Warner; but don't let that detract from the fact that this is a totally stunning game and worth a buy.

handheld

SS LUCIFER



- GAME GEAR
- issue 156
- 74%

Rescue passengers from a sinking ship by pulling the right levers and other great puzzley puzzle things. A Lemmings-style puzzler for £27.99 — pretty good value.

pc/amiga

DOOM 2

- PC
- issue 156
- 88%

Hunt through a labyrinthian hell shooting seven shades out of some of all and sundry. Doom junkies won't be able to resist more of the same, only better.

cart

ALIEN VS PREDATOR

- JAGUAR
- issue 156
- 90%

A well-made shoot-'em-up fest with stylish sprites; well drawn backgrounds and enough firepower to keep Saddam, Gaddaffi and any other zealous despot at bay.

cart

MICRO MACHINES

- MEGA DRIVE
- issue 156
- 94%

No flash graphics, just solid gameplay and the most fun you can have with four people, a TV, a Mega Drive and a J-Cart. Believe us we've tried everything else.

cart

STREET RACER

- SNES
- issue 156
- 94%

A Mario Kart-style racer where you fight opposing racers and two other games packed in — a Rumble and a Soccer game which means this game gives good value.

supershorts...

I don't know there you are waiting for a game review for ages, and then what happens; eight come along at once...

TINY TOONS WACKY SPORTS

SNES KONAMI
£44.99

Technical jerk-off with little real playability.

GRAPHIC
Absolutely great. Konami has obviously put a lot of effort into making Wacky Sports look as impressive as possible.

SOUND
Another fine piece of workmanship here. Captures all the atmosphere of the cartoons, if you're into that sort of thing.

PLAYABILITY
Bit of a stumbling block here; it's very boring. So-called 'wacky' sports games are ten a penny these days, and are still crap.

OVERALL

63

BRIAN LARA'S CRICKET

PC AUDIOGENIC
£29.99

Tedious cricket game slightly redeemed by two-player mode.

GRAPHIC
Not all that bad, although the animation leaves something to be desired at times, at least everything's clear.

SOUND
You'll regret spending all that money on your sound card when you get a load of these sonics.

PLAYABILITY
Not bad at first, but some incredibly dull patches means you'll lose interest quickly, even if you're a big cricket fan.

OVERALL

47

INDIANA JONES' GREATEST ADVENTURES

SNES JVC
£59.99

It might be another platform game, but it's not at all bad.

GRAPHIC
Excellent, loads of detail and great animation. However, it's nothing which hasn't been seen before in the genre.

SOUND
Very impressive when played through surround speakers, although once again it doesn't break any new ground.

PLAYABILITY
Obviously cast in the Castlevania vein this is an excellent platformer which packs a great challenge but few surprises.

OVERALL

82

MAN UTD PREM CHAMPS

PC KRISALIS
£29.99

Engaging and surprisingly original footie title.

GRAPHIC
Let's be honest, we're all friends here, they're crap. Diddy little sad men and some patches of green.

SOUND
The thing with footie games is they rarely have anything worth writing about when it comes to sound. This is no exception.

PLAYABILITY
Heavy and very fluid tactical element, but it's a bit too hard to score for most tastes. Worth a look, though.

OVERALL

81

MEGA TURRICAN

MD SONY
£UNCONFIRMED

Tough and playable platform blaster.

GRAPHIC
Great backgrounds and fantastic use of colour, but the main sprite looks stiff and out of place.

SOUND
The sound effects are superb and enhance the atmosphere no end. The music, however, is pretty weedy.

PLAYABILITY
Certainly unoriginal, and not up to Probotector standards, but this is still a highly playable title.

OVERALL

83

SONIC IN TRIPLE TROUBLE

GAME GEAR SEGA
£UNCONFIRMED

Sonic over-easy is the best way to describe this. In a diner.

GRAPHIC
Standard Planet Mobius fare. Nice animation and some creative backgrounds and bosses.

SOUND
Alright, nothing special but nothing terrible not neither. Average would be the closest definition we could use.

PLAYABILITY
Quite good fun but too easy – you'll complete it on your first or second go, which wrecks the value somewhat.

OVERALL

68

FRITZ CHESS

PC PLAYTIME
£39.99

What a computer chess game should be.

GRAPHIC
It's a serious chess game. As such it eschews visual finery for a very clear and straight forward presentation.

SOUND
Ditto here. When was the last time you played a game of chess accompanied by an action movie soundtrack, eh?

PLAYABILITY
This is the game which thrashed both Short and Kasparov. If you have the tiniest or hugest interest in chess, this is a must.

OVERALL

91

SUPER ICE HOCKEY

SNES SUNSOFT
£49.99

Ice hockey gets the console treatment again.

GRAPHIC
Well drawn and certainly well animated sprites, but a bit too much bluey-whiteness to be truly appealing.

SOUND
No real atmosphere. A bit like at a real-life ice hockey game, thinking about it. I should know, I've been, unfortunately.

PLAYABILITY
Good controls and decent enough game mechanics, but there's no real excitement in the air.

OVERALL

71

Win Desert Strike on PC

compo

Well, you know how the saying goes: 'Strike while the dessert's hot' and while there's nothing like a nice bit of rice pudding, we thought we'd better tell you something about the excellent Desert Strike from Gremlin on PC. Well, it's excelllent basically. Those of you who saw it on console will of course already know that, and if you're a PC owner here's how you can get hold of a copy of this mighty blast fest' (not too much strategy to get in the way of the shooting) where you take on some war crazy Middle East country and blow politcal correctness out of the sky.

Yes all you have to do is answer the forthcoming quesie and send it to the address below and we'll pick 20 right answers (completely at random) and send them a copy of Desert Strike. Oh, and by the way, please state whether you want the game on floppy onr CD-ROM. here goes then...

Striiiike! Twenty copies of this fab PC game are up for grabs....

And your question is...

What kind of 'copter do you fly in Desert Strike?

Answers on a postcard or a stuck-down envelope to CVG, Send me a chopper compo, 30-32 Farringdon Lane, Farringdon, London EC1R 3AU.

Rules: No one who works for Emap Images or Gremlin Interactive can enter the compo, let alone win. All entries must reach us by December 15 and the editor's decision is final and no cash alternative will be offered, apparently.

BIG EDS

It's a tough job being an editor of one of Britain's top games magazines, but these guys get to do it...

Andy McVitie, Editor Nintendo Magazine System

Hey, I'm spoiled for choice this month. Pitfall 2 has been keeping my monitor on the warm side; it's fine, honest to goodness, 100% platform action. Blackhawk is very very atmospheric, and International Superstar Soccer, in my humble opinion, is simply the most accurate soccer game on any machine.

Steve Merrett, Editor Mean Machines

It has been a long time coming, but Doom for the 32X is our current fave. It may have a smaller game window, but it is every bit as fast as the PC version, and equally playable. When we're not cutting demons to bits, we're whizzing around oddball tracks on the still-brilliant Micro Machines 2.

Richard Leadbetter, Editor Sega Magazine

The big news this month is the arrival of 32X. All of the three initial games are excellent, but my personal favourite must be the awesome Doom. If this is what 32X programmers have to offer after only a few months of coding who knows what we could be seeing in the future?

Alan Dykes, Editor CU Amiga

Help! I've been so busy with the goings on with Commodore that I've got some serious catching up to do. I'm really looking forward to reviewing Sensi World of Soccer, PGA Euro Tour and the rather excellent Sim City 2000. I'll have news of a buyer for Commodore soon. Promise...

Andy Nuttal, Acting Editor The One for Amiga Games

Hurrah for making Aladdin on Amiga an exact copy of the Mega Drive game, which I thought was the best. Virgin has even sampled the main theme from the film, which is very sad sounding and, er, sad actually. Still it's been incorporated.... Oh, and Sensi World of Soccer is great!

David Upchurch, Editor PC Games

No surprises here. Magic Carpet, the finished game, lives up to all of our expectations, plus it's great fun using the multiplayer option to beat up your mates. I'm also a fan of the very fast and cute Little Big Adventure. Sad to say, I've actually dreamed about flying a magic carpet...

Christina Erskine, Editor PC Review

There's been team giggling aplenty about all the pervy noises made by the female character in Ecstatica. No wonder it's got an 18 certificate: one of the things you do is to hang people upside down and get thrashed. One to play with the lights off and the sound up, methinks.

Steve James, Managing Editor Computer and Video Games

Because this month we've had the new Neo Geo CD on loan in the office (but for an all-too-brief amount of time), I've rushed out, dug up and dusted down all the games I've collected for my own machine. They've still got me hooked, especially Art of Fighting 2; so the fact that they'll soon be affordable is very good news indeed.

chart attack with HMV

Soon days will not be known as Friday or Monday, oh no the games nomenclator will have each day of the week named after a game, and judging by this month's new number one it looks likes Mondays are now forever going to be known as Doomsdays. Well, they are Hell, aren't they?

all format top 10

1. ✪ **Doom 2** ■ Virgin ■ PC/CD-ROM
   DoomsDay gets Hell On Earth off to an astouding start, with all the Doom junkies getting more of the same of this chainsaw double barrel shotgun -toting blaster, only better.
2. ✪ **Mickey Mania** ■ Sony ■ MD
   The best new Disney game, and the Mega Drive version is superior to the SNES one. Great in-game animation, and a huge variety in gameplay. Great stuff.
3. ▼ **Sonic & Knuckles** ■ Sega ■ MD
   Pipped to the post by the aforementioned platformer, but don't let that put you off this formidable title that is also backwardly compatible with Sonics 2 & 3.
4. ▼ **Urban Strike** ■ EA ■ Mega Drive
   The third instalment to the Strike series sees you fighting terrorist scum among the skyscrapers of San Fran and New York et al. A good blast but not as good as Jungle Strike.
5. ▼ **PGA European Tour** ■ Ocean ■ Amiga
   One of the most successful golf sims ever reaches its Euro Tour incarnation, loads more courses beautifully rendered that all go to make a fine game of simulated golf.
6. ▲ **Theme Park** ■ Virgin ■ PC/PC CD-ROM/A1200
   Create your very own theme parking empire; build the rides and keep the punters happy in Bullfrog's inimitable business sim. A classic and no mistake.
7. ✪ **Colonization** ■ MicroProse ■ PC
   Yes he of Civilization fame, Sid Meir, comes up with another -Zation style game. Incredibly addictive and intricate gameplay will keep you at your PC for a lifetime.
8. ▼ **Fantasy Manager** ■ PlayTime ■ Amiga
   Fans of what could almost be now classed as cult TV, the Frank Skinner and David Baddiel Fantasy Footie, will go ape over this new Amiga footie game.
9. ✪ **Stunt Race FX** ■ Nintendo ■ SNES
   A welcome return to the All-Formats for this smooth and fluid wacky racer. A veritable amount of vehicles; tracks and viewpoints make this well worth a purchase.
10. ▼ **Mortal Kombat 2** ■ Acclaim ■ MD/SNES/GB/GG
    A bit of a tumble for the former numero uno, nonethless we heartily recommend that if you haven't got this coin-op conversion, what are you doing with a games machine?

snes top 5

1. ✪ Stunt Race FX ■ Nintendo
2. ✪ Mickey Mania ■ Sony
3. ● Super Metroid ■ Nintendo
4. ▼ FIFA Int. Socc ■ Ocean
5. ● Sim City ■ Nintendo

gb top 5

1. ▲ Donkey Kong ■ Nintendo
2. ▲ Tetris 2 ■ Nintendo
3. ▲ Warioland ■ Nintendo
4. ✪ Probotector 2 ■ Konami
5. ▼ Power Rangers ■ Bandai

nes top 5

1. ● Tetris 2 ■ Nintendo
2. ● Kirby's Dream-land ■ Nintendo
3. ✪ Pacman ■ Nintendo
4. ● Micro Machines ■ Codemasters
5. ▼ Yoshi's Cookies ■ Nintendo

mac top 5

1. ● Myst ■ EA
2. ✪ Syndicate ■ EA
3. ● Sim City 2000 ■ Mindscape
4. ▼ 7th Guest ■ Virgin
5. ✪ Sim City: Scenario ■ Mindscape

pc top 5

1. ✪ Doom 2 ■ Virgin
2. ▼ Colonization ■ MicroProse
3. ● Space Sim ■ Microsoft
4. ▲ System Shock ■ EA
5. ▼ PGA Tour 486 ■ EA

md top 5

1. ✪ Urban Strike ■ Electronic Arts
2. ✪ Sonic & Knuckles ■ Sega
3. ✪ Mickey Mania ■ Sony
4. ▼ Street Fighter 2 ■ Sega
5. ▼ Jungle Book ■ JVC

mcd top 5

1. ● Jurassic Park ■ Sega
2. ● FIFA Int.Soccer ■ EA
3. ● Tomcat Alley ■ Sega
4. ● Mortal Kombat ■ Acclaim
5. ● Battlecorps ■ Core

gg top 5

1. ✪ Mortal Kombat 2 ■ Acclaim
2. ✪ Sonic Spinball ■ Sega
3. ● NBA Jam ■ Acclaim
4. ▼ Aladdin ■ Sega
5. ● Star Wars ■ Sega

ms top 5

1. ● Mortal Kombat 2 ■ Acclaim
2. ● Sensible Soccer ■ Sony
3. ▲ Sonic Chaos ■ Sega
4. ▼ Desert Strike ■ EA
5. ✪ WWF Steel Cage ■ Acclaim

amiga top 5

1. ▲ Theme Park ■ EA
2. ▲ PGA Euro Tour Golf ■ Ocean
3. ▲ UFO ■ Mindscape
4. ● On the Ball ■ Ascon
5. ▼ Fantasy Manager ■ Playtime

3DO top 5

1. ● Road Rash ■ EA
2. ✪ John Madden Football ■ EA
3. ✪ Night Trap ■ Virgin
4. ● Shock Wave ■ EA
5. ✪ Powers Kingdom ■ Panasonic

key

● non-mover ▲ move up ▼ move down
✪ new entry

NEXT MONTH

TEKNO 4!

A wave of new import games is imminent – all the way from Japan, where Sony's PlayStation and Sega's Saturn machine are set to launch this November. We've packed our tooth brushes, tooth picks and chop sticks and are Tokyo-bound. Next month we'll have the machines in the office and updates on what we'll be reviewing on them in the coming months.

SAMURAI SHODOWN 3DO

The 3DO is producing genuine coin-op quality action games – Way of the Warrior, Street Fighter II Turbo X, and now the latest, Samurai Shodown. We give it the full review shodown next month!

RISTAR

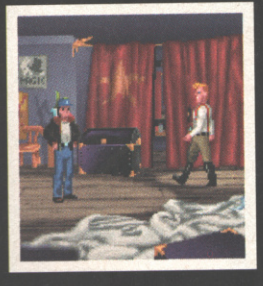
It's the next big thing on the Mega Drive. It's a very, very capable-looking platform game, and you'll be seeing it in our next issue.

KING OF FIGHTERS 94

It's the butt-kicking latest coin-op from SNK, and within the blink of an eye it'll wind its way on to Neo Geo CD. First review and playing guide next month!

FLIGHT OF THE AMAZON QUEEN

It's been a long-time coming but this LucasArts beater programmed here in the UK is ready for review. It's funny, in-depth, and boy it looks great!



WIN A SEGA SATURN!

Be the first to own Sega's excellent 32-bit wonder machine by entering our fabulous compo next month. Win one and be the envy of your drooling mates!

COMPUTER AND VIDEO GAMES

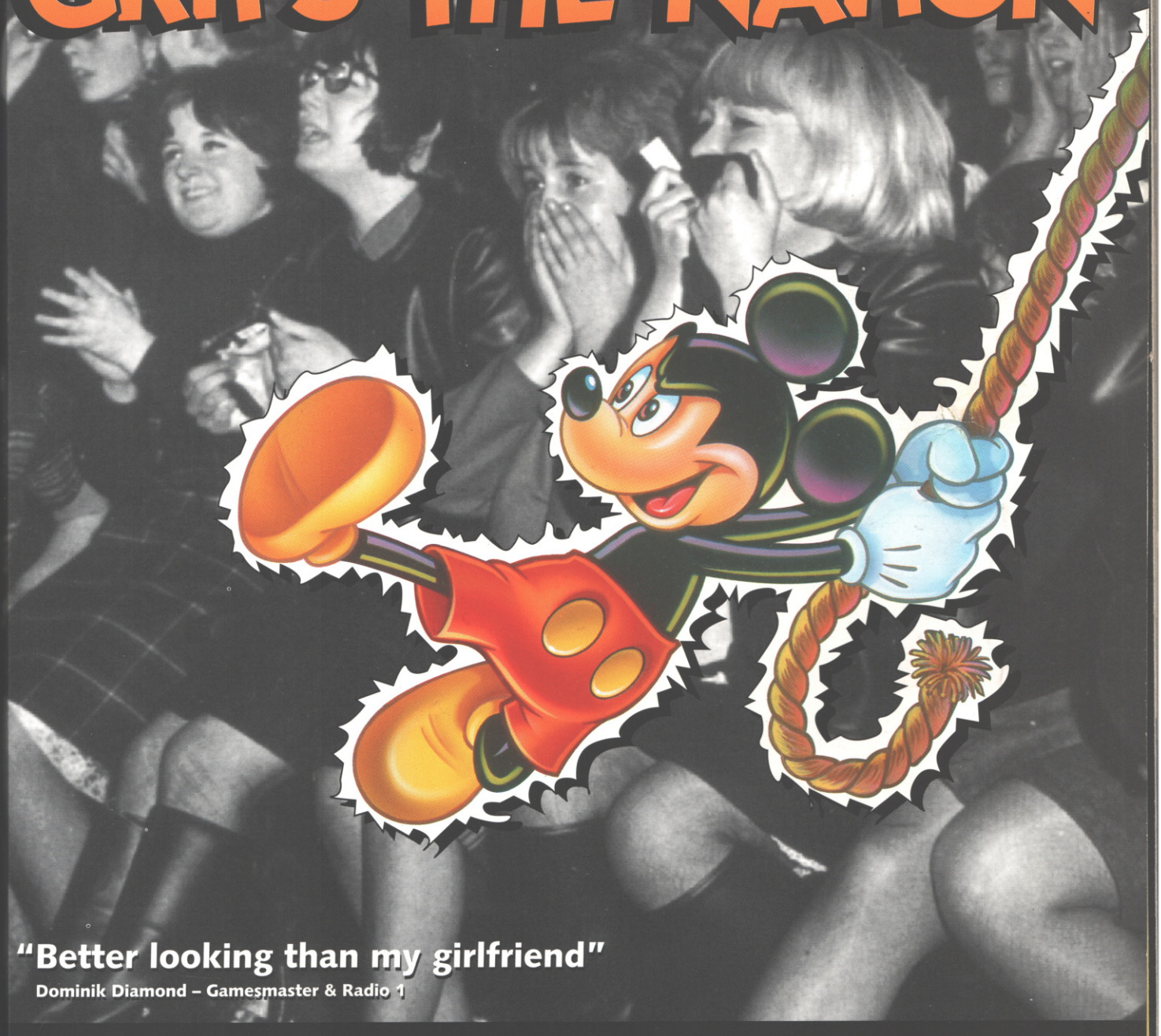
CVG 158 – OUT DECEMBER 15

THE MAG THAT REAL GAMERS READ

SONY IMAGESOFT

Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"
Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

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SEGA MEGA DRIVE

MEGA-CD

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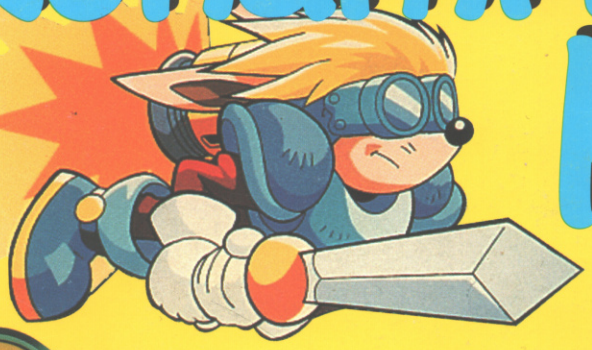
"Konami Kartoon Kapers"



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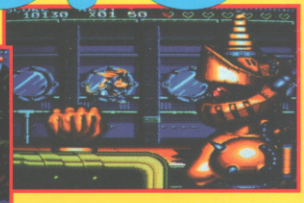

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FX

forge

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faster than the coin-op...

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Ryu, Ken *and* Akuma mix it up on 32-Bit!

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MAGIC CARPET REVIEWED – It's the PC game of the year!

DONKEY KONG CO Hit or hype? CVG